In order for our version of Blokus to account for possible future networking capabilities there would need to be several additions to our current implementation. For example: in order for players to select the option to play a game over a network (LAN, via internet, etc.) we would need to add an option to our main menu that would bring the user to another menu (let's call it "NetworkingMenu" for now). Within this NetworkingMenu class, the player would be given the option to select the type of network that they want to play a game with, the option to host a game and tweak its settings, and the option to search for a game over the network of their choice. To keep our main game code from being directly coupled to the networking aspect of the game, we would also need an adapter class to interact with various networks such as LAN or the internet (let's call it NetworkAdapter). By using this NetworkAdapter class we would greatly reduce coupling to a possibly unstable element (the network) and maintain the functionality of our already functioning offline game. Additionally, in order to create an online game, we could either add a new constructor to our Blokus class or create a new class that will deal specifically with creating networked games. The latter of these options is most likely the best as adding the responsibility of creating and maintaining a networked game to our Blokus class will create bloating and greatly reduce the cohesion of the class. Finally, in order for players to be able to join other games on a network we would need to have a Matchmaking class that will connect players to games that are being hosted on their network of choice but are not yet in progress.