**-Pente Requirements-**

* GUI
* Deadline: 10:00 Friday, 10/20/2017
* Written in C#
* Misc Definitions:
  + Stone:
    - The base unit in this game.
    - Each player gets N stones of their color; either white or black
  + Line:
    - Any row, column, or diagonal populated by a continuous, linear group of two or more of one color’s adjacent stones.
    - A line of more than two stones may contain up to one 1-stone wide gap between stones.
  + Capping Stone:
    - Any stones of the opposing color, on the same line as one color’s stones, that are adjacent to one of the stones that define that line.
    - Two capping stones on a line of two stones defines a capture (see rules)
  + Tria:
    - Any line of three stones with no capping stones
  + Tessera:
    - Any line of four stones with one or fewer capping stones
* No AI required
  + Only 2 human players supported
* Follow Tournament Rules according to [http://pente.net](http://pente.net/)
  + One standard board size (19x19)
  + Black always moves first; always on the center most intersection on the board.
  + Players take turns placing stones on the board’s intersections until a winner (or stalemate?) is declared.
  + Once placed, a stone may not be moved, except by capture.
  + Winner is whoever is the first to get 5 stones of their color in one, uninterrupted row, or the first to capture 5 or more pairs of their opponent’s stones
  + Capturing:
    - Captures occur whenever two, and only two, of a player’s stones are adjacent and capped on both ends by their opponent’s stones.
    - This can occur on any line.
    - When this happens, the player who initiated the capture takes the captured pieces off the board.
  + Tournament Rules:
    - The first move must be in the center-most space of the board. (Yes, this rule is redundant. Just here as a context-reminder.)
    - The player who took the first move’s second move must be at least three or more intersections distant from their first stone.
    - From here, no alterations to the standard rules.
* Common edict etiquette rules must be enforced
  + Must announce tria and the player who made them.
  + Must announce tessera, and the player who made them.
* Rule page(s) required
* Known gaps in requirements knowledge:
  + How to handle stalemates