

Input/Output notes.

The player open the game. He can :

- Play against another person
- Play against the computer
- Load an old game
- Quit the game
- Lose the game

Play against another person will be the same as play against the computer, because the computer just will make the piece move.

At any time on the game, we will be able to see :

- Each piece captured
- Time consumed

At any time of the game, we will be able to :

- Quit the game
- Quit the game, saving it
- Pause the game (hide the board)
- Play the game

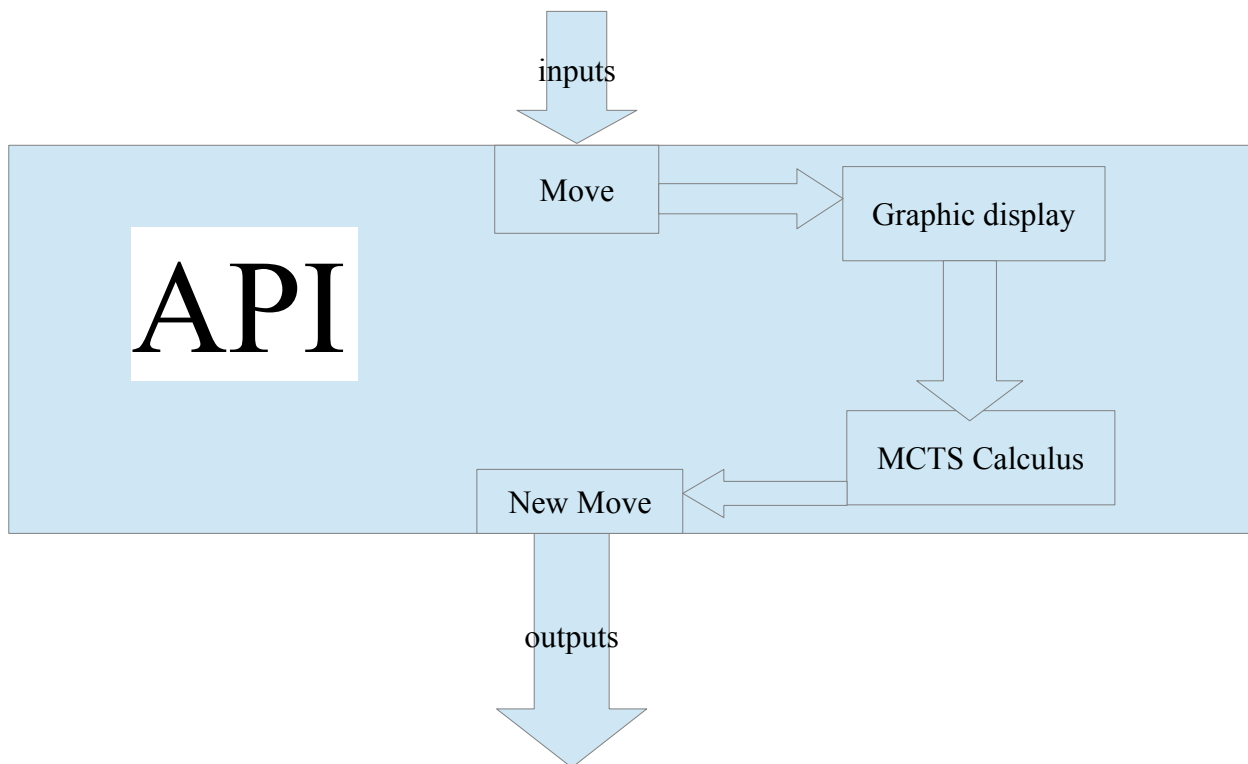
The API should be able to recognize (this is input):

- Keyboard moves
- Mouse moves
- Maybe console moves (see later)

The output will be the display of the board, and confirmations windows (do you want to save)

Overview of the I/O + API:

- Mouse click
- Keyboard move
- Console move (?)



- Screen display
- confirmation windows