

# Go Report

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## 1 Design Choices

### 1.1 Hierarchy - Model Classes

#### 1.1.1 Board

The board does only keep track of the current board state. It does not enforce rules or validates any moves.

#### 1.1.2 Game

All rules should be enforced in the game. The game uses the board to keep track of the game process.

Rules the game should enforce

1. Pass - Stopping the game when both players passed
2. Black makes the first move
3. configurable size (could also be done in the board, but we want the board to not worry about sizes)
- 4.

#### 1.1.3 Player

The player

## 2 Things to still keep in mind

1. Exceptions
2. tests
3. hierarchieen