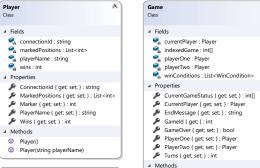


Class PlayerOne { get; set; } : string PlayerTwo { get; set; } : string SimpleGameInformation() SimpleGameInformation(string playerOne, string playerTwo)





WinCondition Condition { get; set; } : List<int> WinCondition(params int[] condition)

Player

Class

CheckWinConditions(): bool Game(Player one, Player two) 🔍 GetOtherPlayer(Player player) : Player MakeMove(int updatedPosition, Player player) : bool NewGameSetup(): void