To-do List

Class Board:

* Renders the board itself
* Shows how many goats are left
* Shows whose turn it is
* Somewhat responsive to user inputs

Class Animal:

* Position of the piece
* function to draw the piece

Class Bagh:

* Function to move the Bagh
* Function to kill the goat

Class Goat:

* Function to place the goat
* Click and place goat
* Function to move the goat after goats are placed

How to run the game:

* Concept of making a new game/game over
* Selecting mode from menu screen

Miscellaneous tasks:

* Select font for displaying text
* Make/select images of Goat and Tiger
* Make/select sounds for different actions