

PyQt

make  
windows

gui py class

draw  
splash

game  
ask player

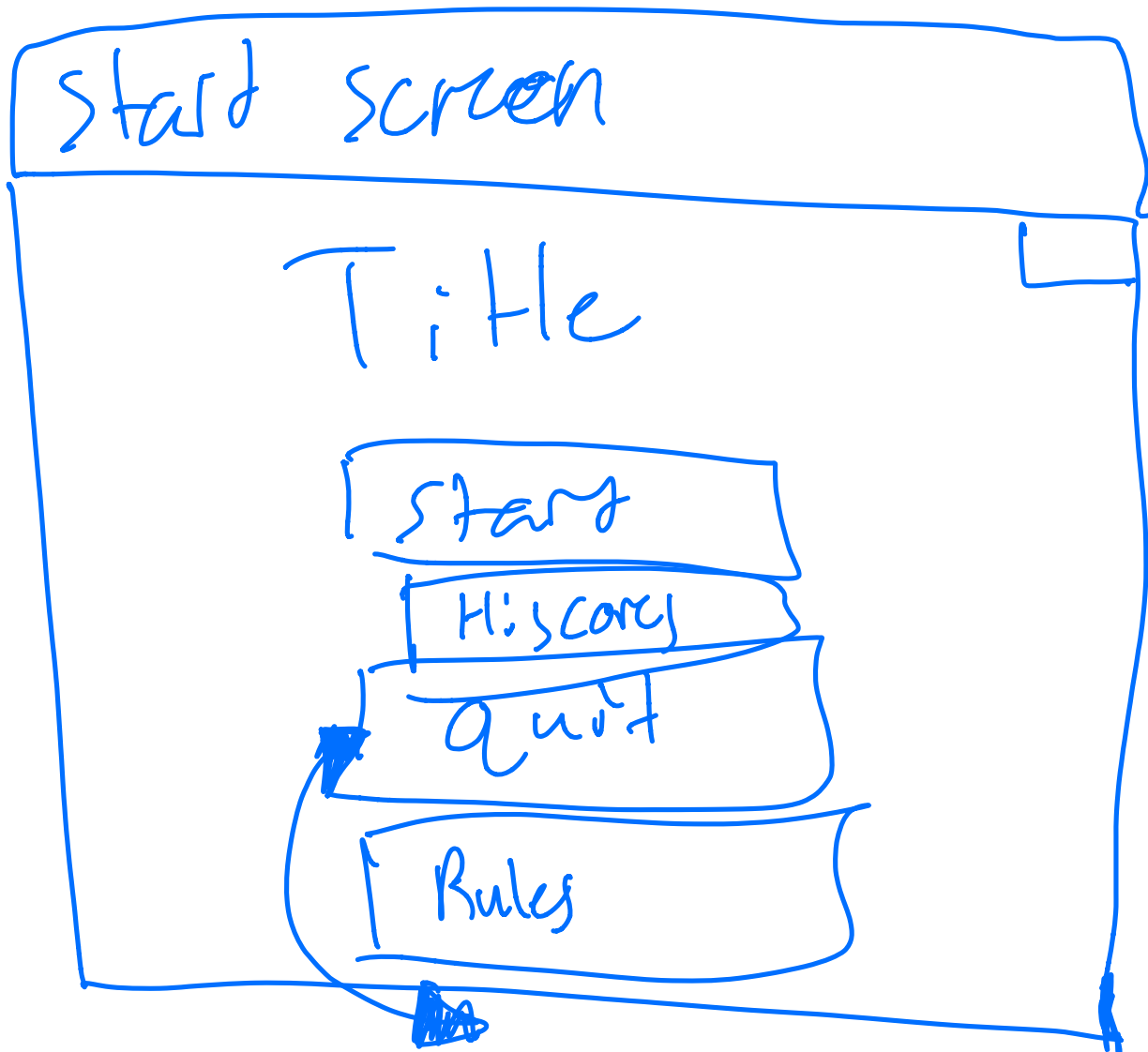
driver

board

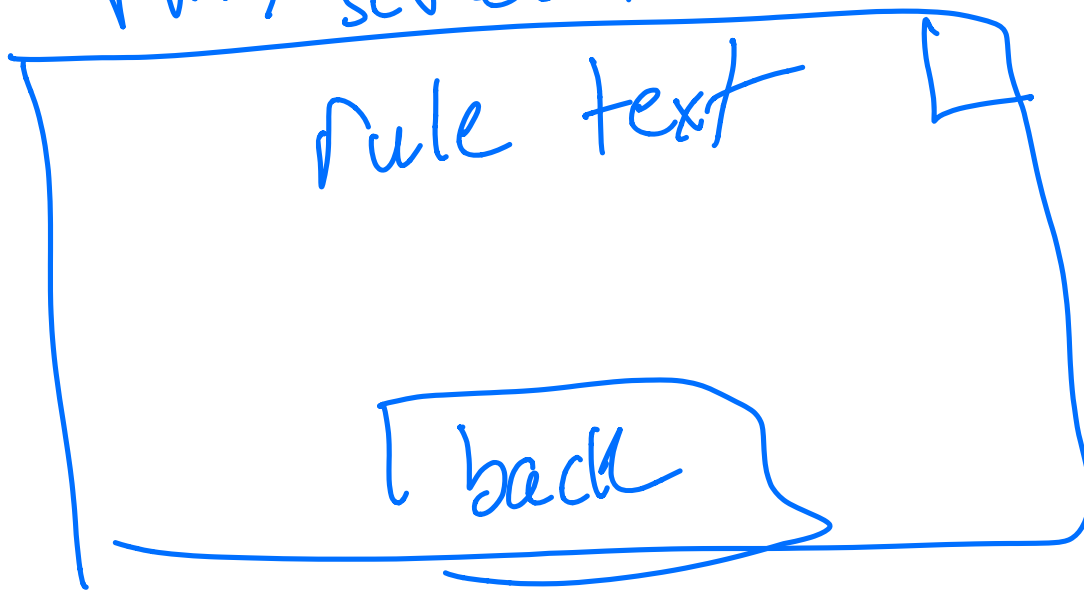
AI code

int 0-63

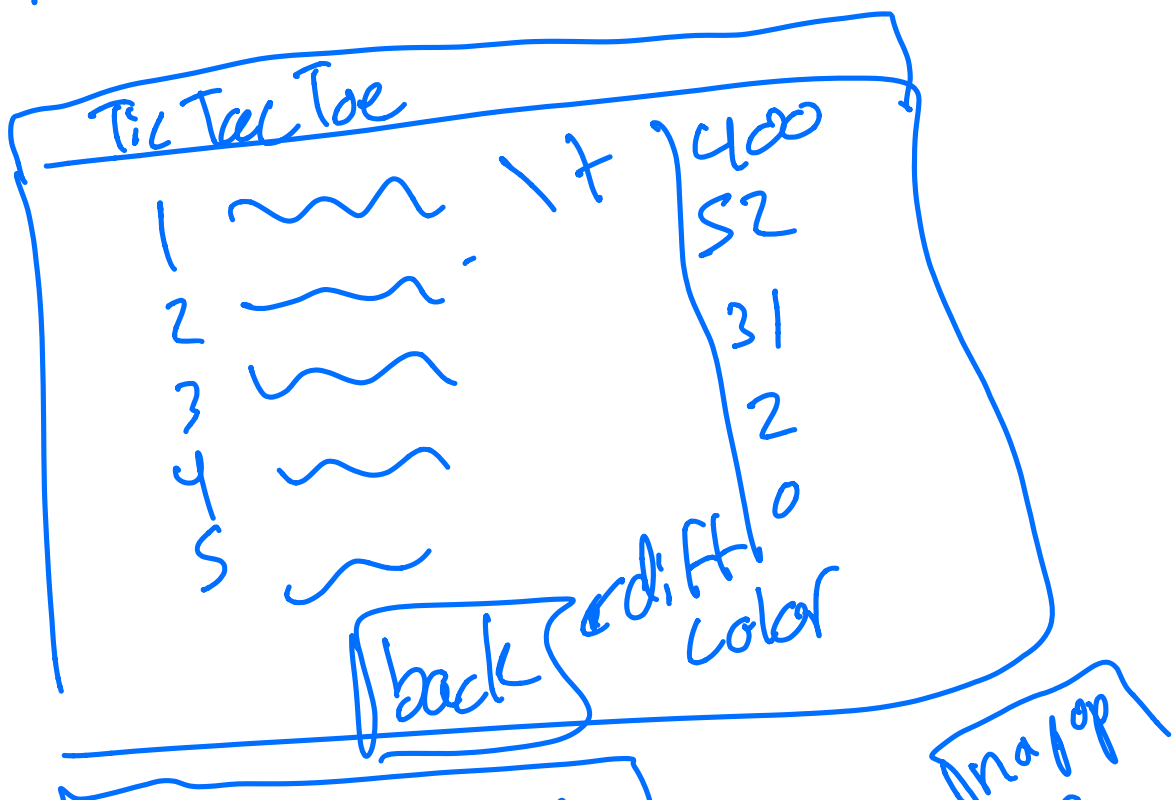
translate back to C++  
C++ wrapper



rule screen



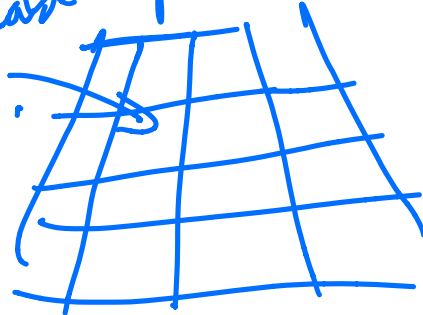
Hi score



# game screen

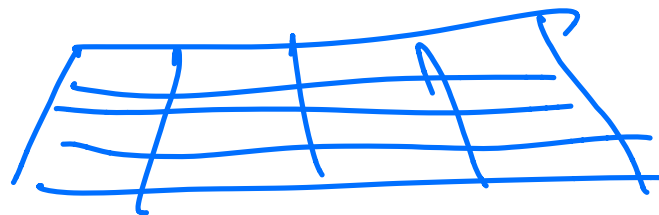
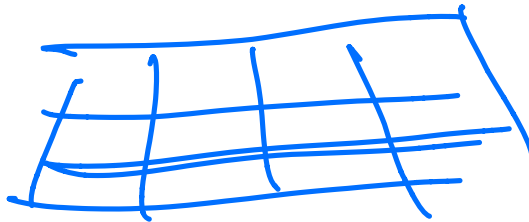
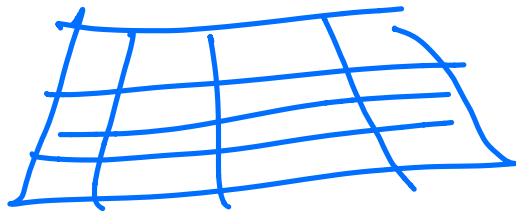
up

clickable places



last

rules



# the games screen

XD



initials)

symbol/  
piece  
something  
choice



Start