Panels:

1. Players
   1. Id
   2. Name
   3. Type (computer\human)
   4. Num of moves played
   5. Favicon? Color of discs?
   6. **Bonus**: quit (single player)
2. Board
   1. Tiles matrix
   2. Pop-in, Pop-out buttons
   3. Column Labels?
   4. Add sleep to computer moves
3. Menu (manage game)
   1. Load file – disabled when game is on progress
      1. Load new Settings File (file chooser)
      2. Load saved game (file chooser)
   2. Play game – disabled as long as no file was loaded
   3. End game (all players)
   4. Exit program
4. Info?
   1. Current player (option: highlight current player in Players list)
   2. Loaded game file
   3. Loaded XML settings
   4. Loaded successfully message?
   5. Game variant
   6. Winners?
   7. Time from beginning
   8. Num of rounds played
5. Moves
   1. Accumulate moves as we go, automatically add scroll
   2. Replay (arrows for back\forward)
   3. Undo last move
6. Popup messages for win, tie, end game (are you sure?)

TASKS!