* Add Game Factory Class – UI creates an instance of GameFactory - and calls its CreateNewGame method. This method:
  + Loads an XML with GameSettings
  + returns a new game instance according to the XML settings
* Singleton class

Engine

* XML – multiple players
  + 2-6 players
  + Different ids
  + Designated task
  + Name of player
  + status
* Game variants inherit from Game Super Class:
  + Basic (as currently implemented)
  + Circular –
    - No diagonals
  + Popout –
    - Remove discs (make sure that in a single turn only one option can be chosen: add disc\remove disc)
    - Validate disc belongs to player in current turn
    - Drop all discs
    - Support multiple winners
    - Refactor tie logic (no tie…)
    - Refactor computer play
* Computer plays automatically (no need for “make move” selection)
* More than a single computer player
* End game option – for ALL players
* Replay after:
  + Win, tie, end game button
  + Including loading of new game settings XML

Engine - bonuses

* Resign of single player
  + Other players can continue playing
  + All discs of resigning players are removed from the board…
  + Allow a “technical win”
* Replay
  + Refactor undo
  + End replay –
    - Button to return to game in state before replay
    - Continue game from a past state (end replay option is no longer available!)
* Turn of computer player in a separated task