AdjacentSpaceIterator

- move_list: (int, int) List
- index: int
- x: int
- y: int
- board: Board

- iter(): AdjacentSpaceIterator
- next(): Space

Player

- strategy: Strategy
- pieces: Piece Dict

+ turn() str, str, str
+ get_pieces(): Piece List
+ move_score(): int, int, int
- height_score(): int
- center_score(): int
- distance_score(): int
- find_distance(): int

ConcreteStrategyHuman

+ choose(): str, str, str

<<Interface>>
Strategy

+ choose(): Unimplemented

RandomComputer

- pick_one(): Piece, Space, Space

ConcreteStrategyComputerTemplate

+ choose(): str, str, str
- enumerate_moves(): List
- get_summary(): str, str, str
- pick_one(): Unimplemented

HeuristicComputer

- pick_one(): Piece, Space, Space

Game

- white_strat: str
- blue_strat: str
- white: Player
- blue: Player
- board: Board
- mover: bool
- turn: int
- history: str
- score: str
- caretaker: CareTaker

+ do_turn(): bool
- check_winner(): Player
- reset(): None

Board

- board: Space List List
- white: Player
- blue: Player

+ get_space(): Space
+ select_space(): Space
+ get_white(): Player
+ get_blue(): Player

Spaces

- height: int
- x: int
- y: iny
- piece: Piece

+ set_piece(): None
+ build(): None
+ get_height(): int
+ get_x(): int
+ get_y(): int
+ get_piece(): Piece

Piece

- name: str
- space: Space

+ place(): None
+ where(): Space

CareTaker

- mementos: Memento List
- size: int
- index: int

+ add_memento: None
+ undo(): Memento
+ redo(): Memento
+ reset(): None

Memento

- state: Board
- date: int
- mover: bool

+ get_state(): Board
+ get_date(): int
+ get_mover(): bool