Potential improvements to consider for my Morabaraba game:

**1. Visual Enhancements:**

- Add animations for piece movements (smooth transitions between positions)

- Implement a visual indicator for the current phase (placement vs movement)

- Add particle effects or confetti when someone wins

- Add a visual timer for the time bonus in single-player mode

**2. Gameplay Features:**

- Add a "Draw" condition when no more moves are possible

- Implement “Undo Move" feature

- Add a "Save Game" feature to continue later

- Add a "Game History" to review past games

- Add sound effects for invalid moves

**3. UI/UX Improvements:**

- Add tooltips explaining game rules

- Show possible moves when a piece is selected

- Add a "Help" button with game rules and strategies

- Add a "Settings" menu for sound, difficulty, etc.

- Show a preview of where the piece will move when hovering

**4. Multiplayer Features:**

- Add online multiplayer support

- Add a leaderboard for single-player scores

- Add achievements for different milestones

- Add different board themes/skins

**5. Technical Improvements:**

- Add local storage to persist scores and settings

- Implement proper game state management

- Add error handling for edge cases

- Optimize the AI algorithm for better performance

- Add unit tests for game logic

**6. Accessibility Features:**

- Add keyboard controls

- Add screen reader support

- Add high contrast mode

- Add colour blind friendly themes