Bug Report

* The program only accepts valid serial files. For example, if there are 10 white stones and 15 black stones (like in case 4), the program will tell the user to input a valid serial file. I thought this was a feature because it validated the input file, but sadly, it is not.

Bugs fixed from Demo

* In the demo, the second move of the game was three intersections away from the center. It should have been the second move of the first player. This has now been fixed.
* The scoring algorithm was never incorrect. It only showed the wrong score because I had modified the serial file with two more pairs to account for the missing stone in the board so that it would load a valid file.