**Work division:**

* Tomer:
  + Single match manager: class Match
    - Player A (path)
    - Player B (path)
    - Board (path)
    - Int ScoreA
    - Int ScoreB
    - Returns <ScoreA, ScoreB>
  + DLL management
    - Load
    - Parse
    - Make it work
* Dan:
  + Game manager:
    - Threads management
    - Board definition
      * Void load(path)
      * Board getSidedBoard(bool PlayerA)
      * Int validate()  *as planned by Shukrun*
    - Ship definition
  + External files
    - Verify
    - Find all(type)
  + Management thread
* Yarden:
  + Smart game algorithm - FTW
  + Board validation algorithm