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# Quarto.py
# Sean Straw & Ari Cohen

from quarto_interface import *
from quarto_player import *
from quarto_state import *
from quarto_network import *
from quarto_engine import *

while True:
    interface_state = MainInterface()
    player_1 = GamePlayer()
    player_1.player_num = "1"
    player_2 = GamePlayer()
    player_2.player_num = "2"
    get_players_info(player_1, player_2, interface_state)
    [game_state, game_status, final_move, player_1, player_2] = quarto
        (player_1, player_2, interface_state)
    signal_end_of_game(game_status, game_state, player_1, player_2,
        final_move)
```