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# quarto_engine.py
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from quarto_interface import *
from quarto_player import *
from quarto_state import *
from quarto_network import *

def quarto(player_1, player_2, interface_state):
    game_state = GameState(interface_state)
    game_status = GameStatus.PLAYING
    toggle_player_turns = -1
    turn_player = player_1
    display_game_state(game_state)
    while game_status == GameStatus.PLAYING:
        toggle_player_turns = -toggle_player_turns
        if toggle_player_turns == 1:
            turn_player = player_1
        else:
            turn_player = player_2
        while True:
            [move, game_status] = turn_player.get_move(game_state)
            if game_status == GameStatus.QUITTING:
                break
            [move_check, game_status] = check_move(game_state, move)
            if move_check == MoveStatus.LEGAL_MOVE:
                make_move_and_display(game_state, move)
                break
            else:
                display_game_state(game_state)
                signal_bad_move(move, move_check, turn_player)
    final_move = turn_player
    return [game_state, game_status, final_move, player_1, player_2]
```