import random  
  
# --- Board / Oyun Alanı Sabitleri ---  
BOARD\_SIZE = 9  
TILE\_SIZE = 60  
BOARD\_OFFSET\_X = 80  
BOARD\_OFFSET\_Y = 50  
SCOREBOARD\_WIDTH = 200  
WIDTH = BOARD\_OFFSET\_X \* 2 + BOARD\_SIZE \* TILE\_SIZE + SCOREBOARD\_WIDTH  
HEIGHT = BOARD\_OFFSET\_Y \* 2 + BOARD\_SIZE \* TILE\_SIZE + 70  
FPS = 60  
  
# --- Renkler ---  
WOOD\_COLOR = (205, 133, 63)  
BLACK = (0, 0, 0)  
WHITE = (255, 255, 255)  
HOVER\_COLOR = (160, 82, 45)  
ERROR\_OVERLAY\_COLOR = (0, 0, 0, 128)  
  
# --- Parçalar (Taşlar) ---  
class Piece:  
 def \_\_init\_\_(self, row, col, color, owner):  
 self.row = row  
 self.col = col  
 self.color = color  
 self.owner = owner  
 self.reset\_position()  
  
 def draw(self, window):  
 radius = TILE\_SIZE // 2 - 5  
 import pygame # pygame import'u burada lokal kullanıyoruz  
 pygame.draw.circle(window, self.color, (int(self.x), int(self.y)), radius)  
  
 def reset\_position(self):  
 if self.row is not None and self.col is not None:  
 self.x = BOARD\_OFFSET\_X + self.col \* TILE\_SIZE + TILE\_SIZE // 2  
 self.y = BOARD\_OFFSET\_Y + self.row \* TILE\_SIZE + TILE\_SIZE // 2  
 else:  
 # Taş yakalandığında, tahtadan "uzak" bir konuma atıyoruz.  
 self.x = -100  
 self.y = -100