**2. Language Tutorial**

(A short explanation telling a novice how to use your language.)

In the tutorial, we will walk you through creating your first GBL program. We divide a game into five parts:

(1) Initialize: the initial value of a game.

(2) Win condition: in what condition which player will win.

(3) Is the sprite legal: Is the sprite the player want to place legal or not?

(4) Update the game: when the player place a sprite, what will change in the board.

(5) AI (optional): users could write the AI of themselves.

**6. Text Plan: Explain why and how these test cases were chosen**

**7. Lessons Learned**

**Each team member should explain his or her most important learning**. **Include any advice the team has for future teams**