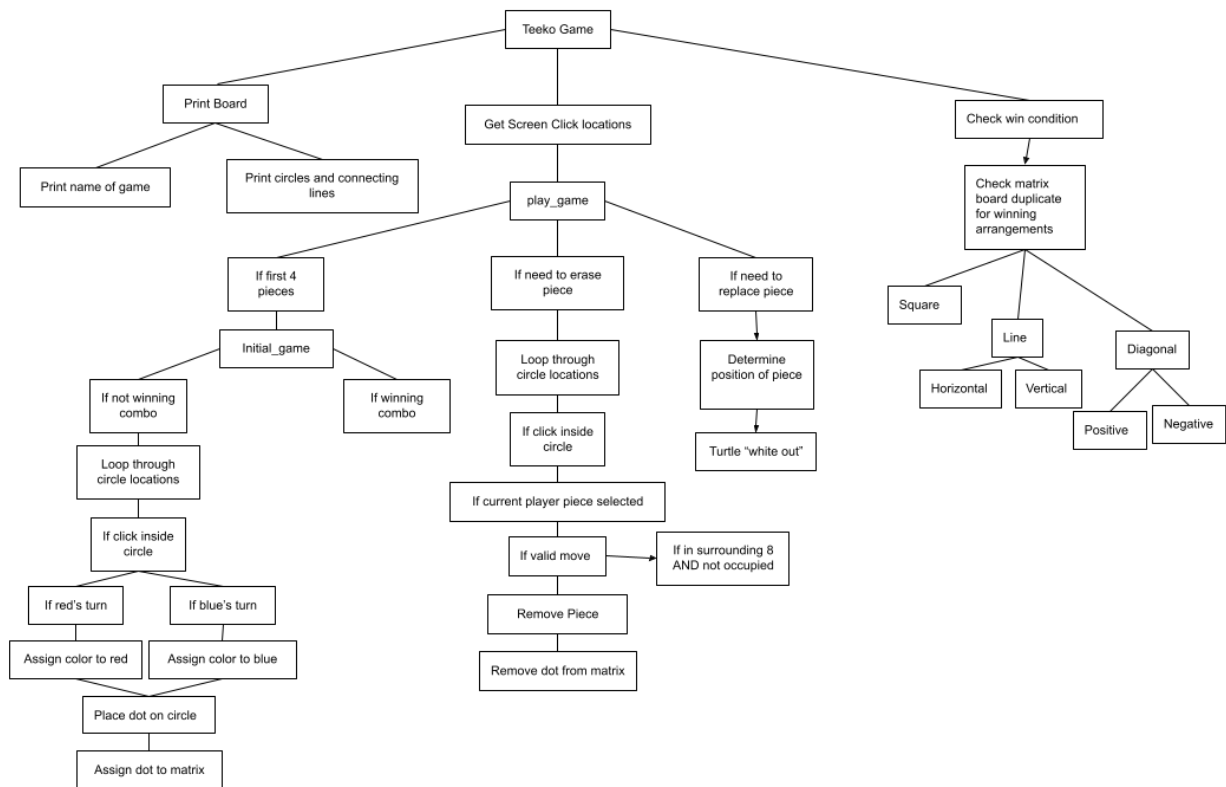


Hierarchy:



Test cases:

- Click on other player's piece (onvalid move)
- Click outside of 8 surrounding spaces (invalid move)
- Red wins before blue gets all pieces down
  - 5 different ways red can win (see below)
- Play all the way through
  - Each winning scenario (once each for red and blue, total 10)
    - Horizontal line
    - Vertical line
    - Diagonal from lower left to upper right ("positive")
    - Diagonal from upper left to lower right ("negative")
    - Square

Description of why we chose Teeko:

- We chose Teeko because playing it was more fun than Pente. We found an online version(<https://teeko.cc/>) and were inspired to recreate it. We also wanted a greater challenge of having to create something from scratch rather than being able to use parts of our previous GoGame code.

#### User Manual:

- Type 'y' or 'n' to choose to hear instructions and see a user manual. Click on a circle on the turtle graphics screen to place a piece. Alternate each player until both have 4 pieces on the board. Once each player has 4 pieces, click one of your current pieces to remove it and click an adjacent circle to replace it. You cannot remove another player's piece or replace the piece on a non-adjacent circle. If a player wins by creating a line or a square, a text message will appear and an audio clip will play. Click on the screen to close it and restart the code to play again.

#### Game Options:

- Type 'y' or 'n' at beginning to hear and see the user manual/instructions
- Click on a circle to place or remove a piece
- Click on the red 'STOP' square to end the game early