project key requirement:

* -moving counter-closewise. Done
* -skip opponent's Mancala pit. Done
* -if last stone is your own Mancala then you get a free turn. Done
* -if the last stone you drop is an empty pit on your side, then Done
* you get to take that stone and all stones on the oppoosite pit. Done
* -game end when all stones on one side is emptied. Done
* -undo button.( 3 times max) Done
* -Use mvc pattern to design the program. Done
* -Use Strategy pattern to provide different styles of the board. Done
* final report Pending