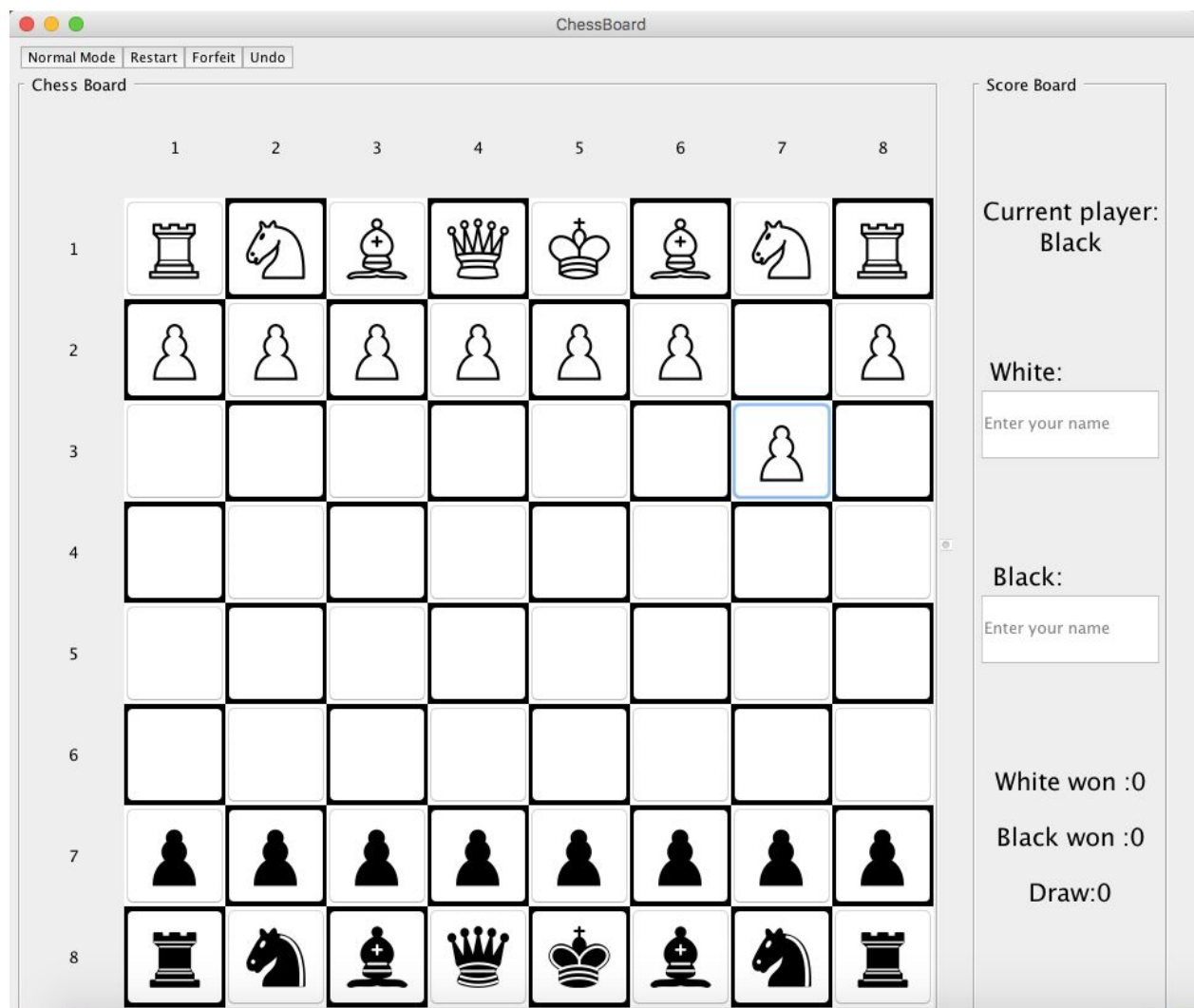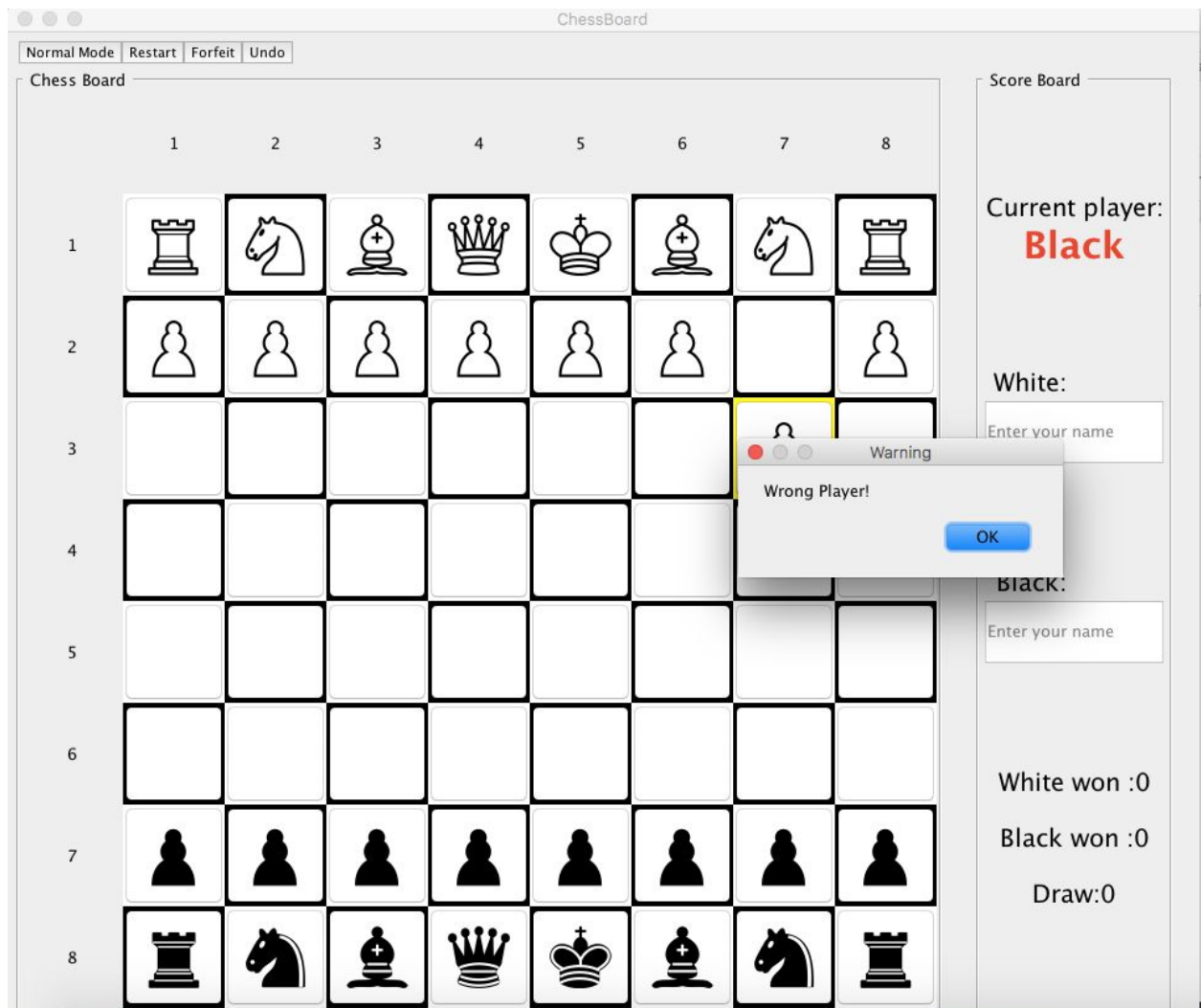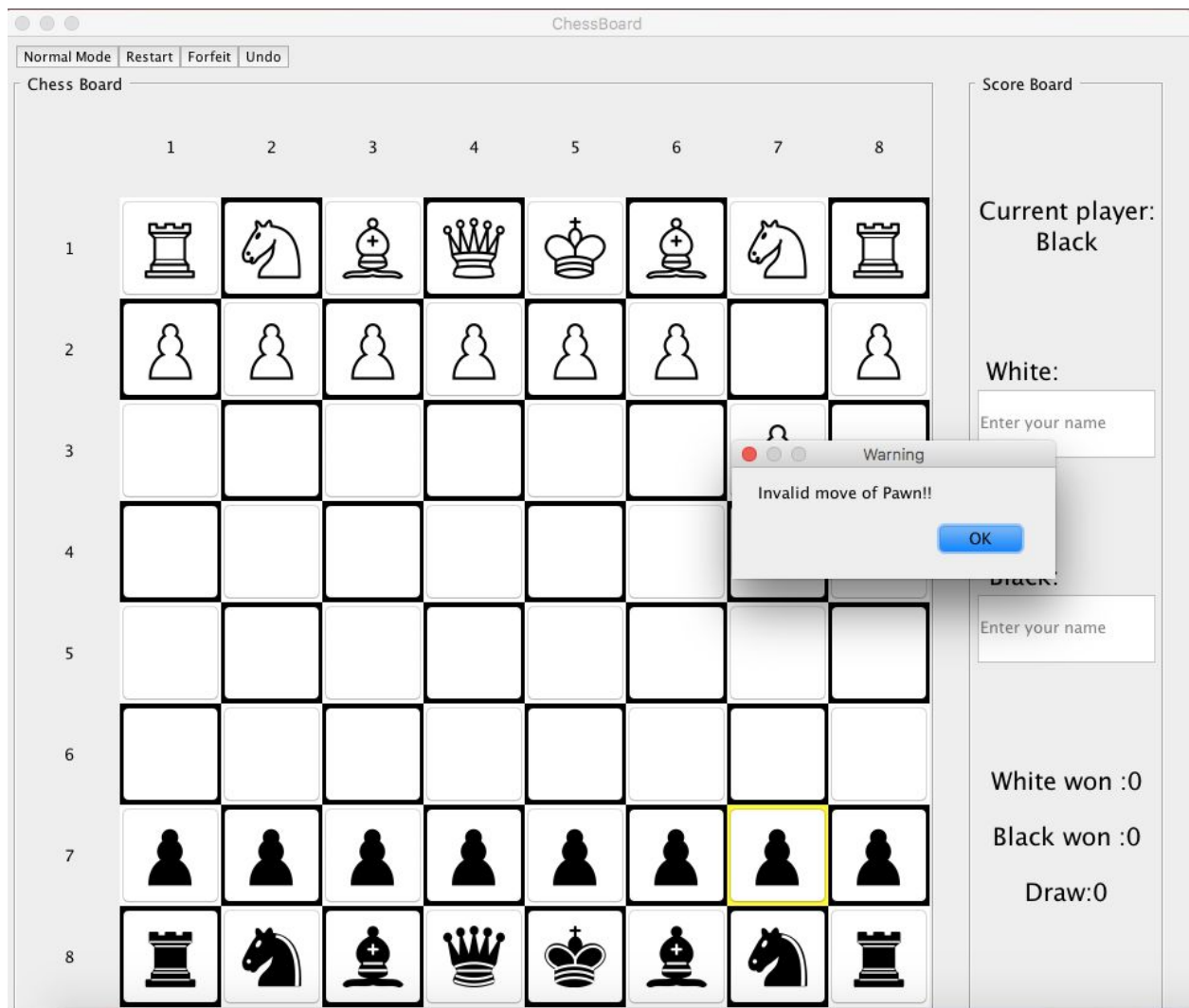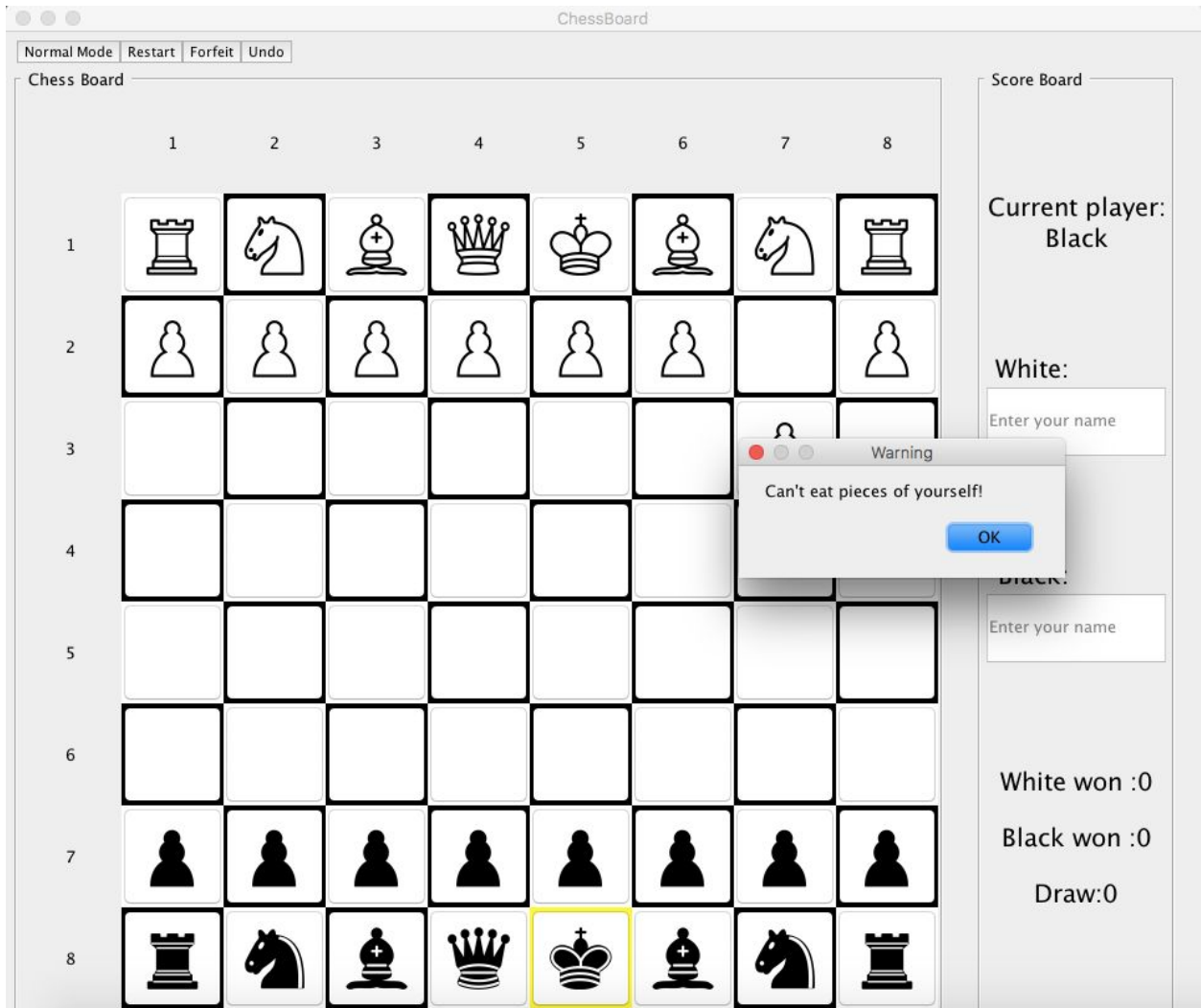a. highlight when pressed

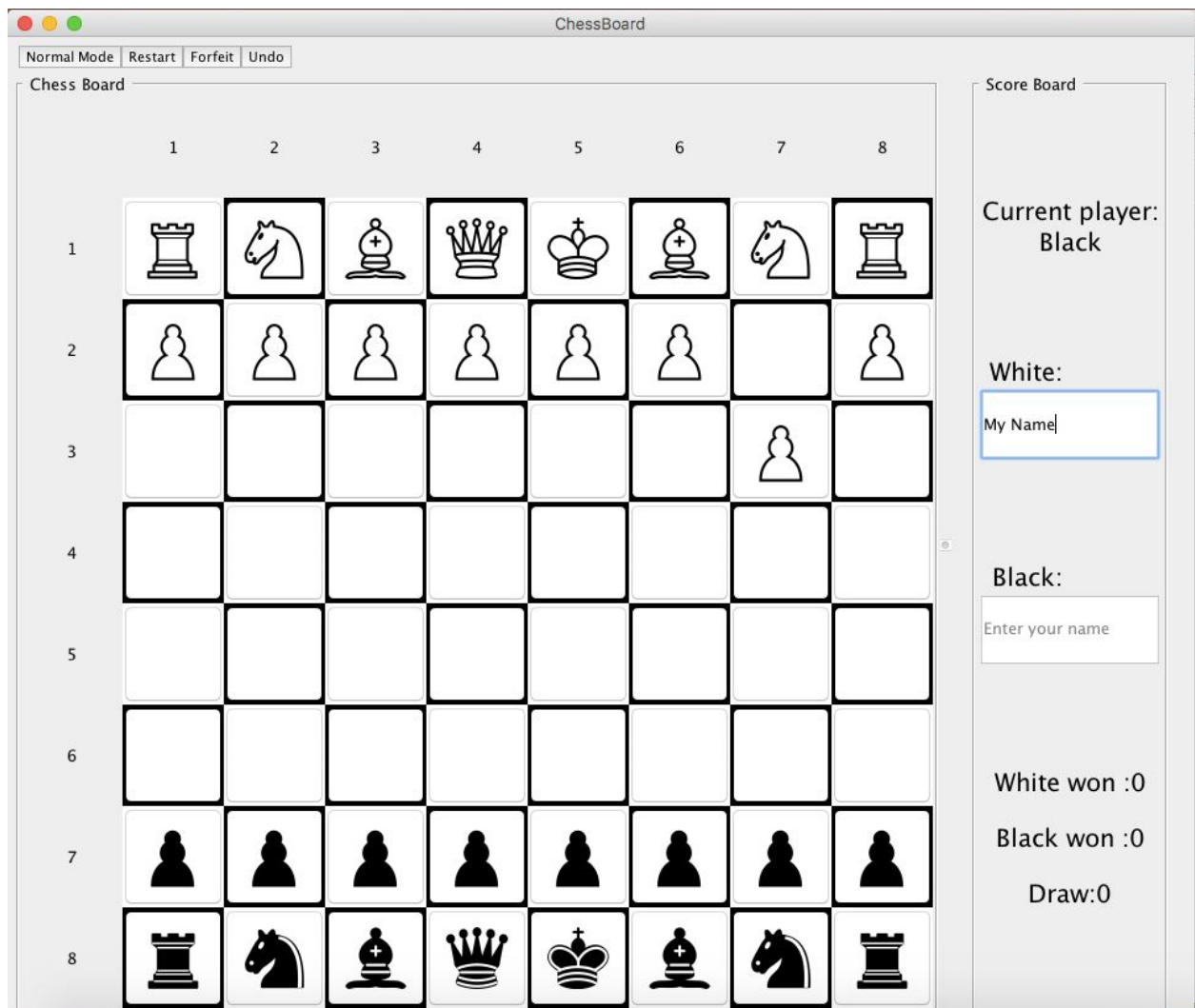b. able to be moved and player switched

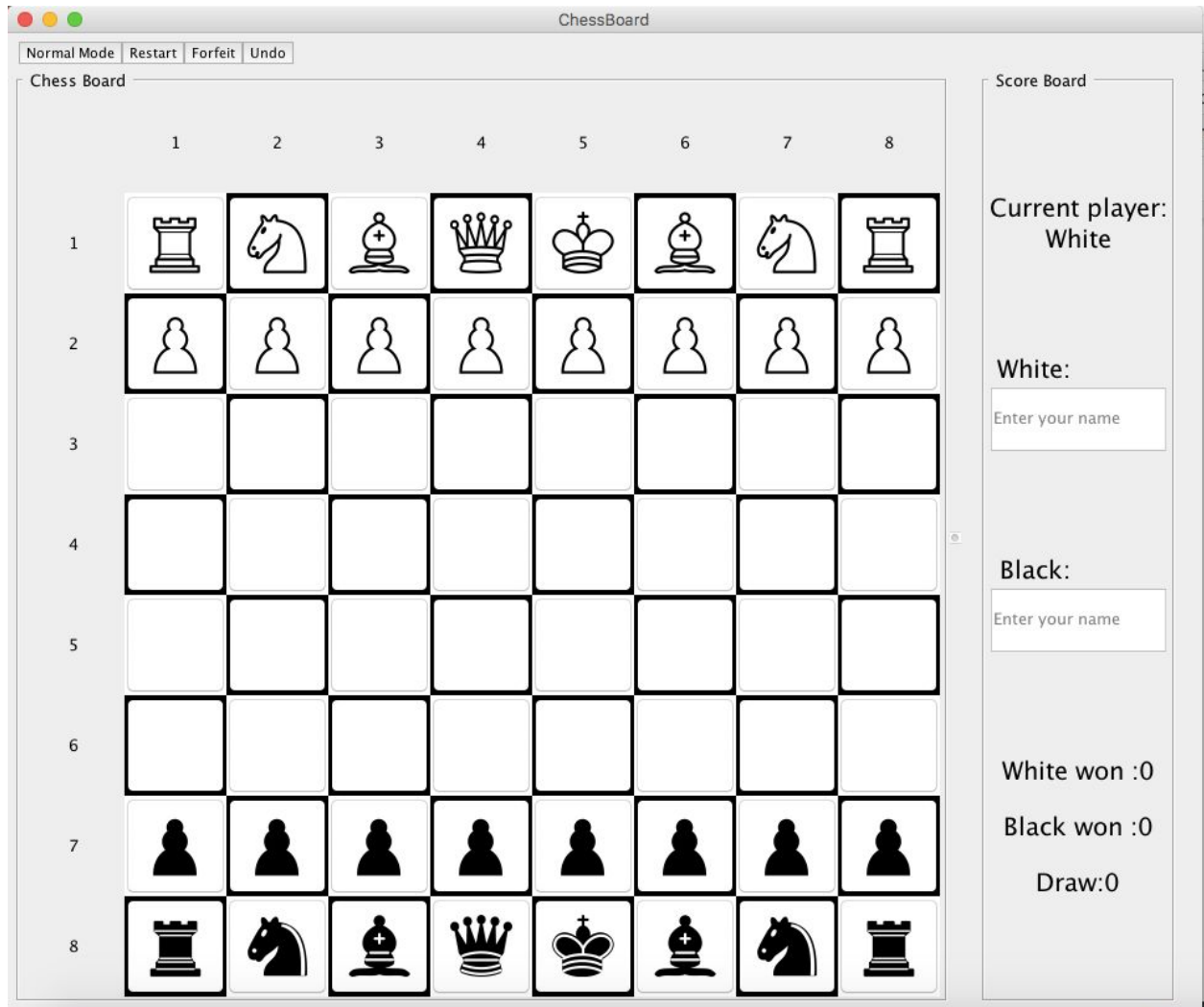c. able to alert for wrong player and highlight current player
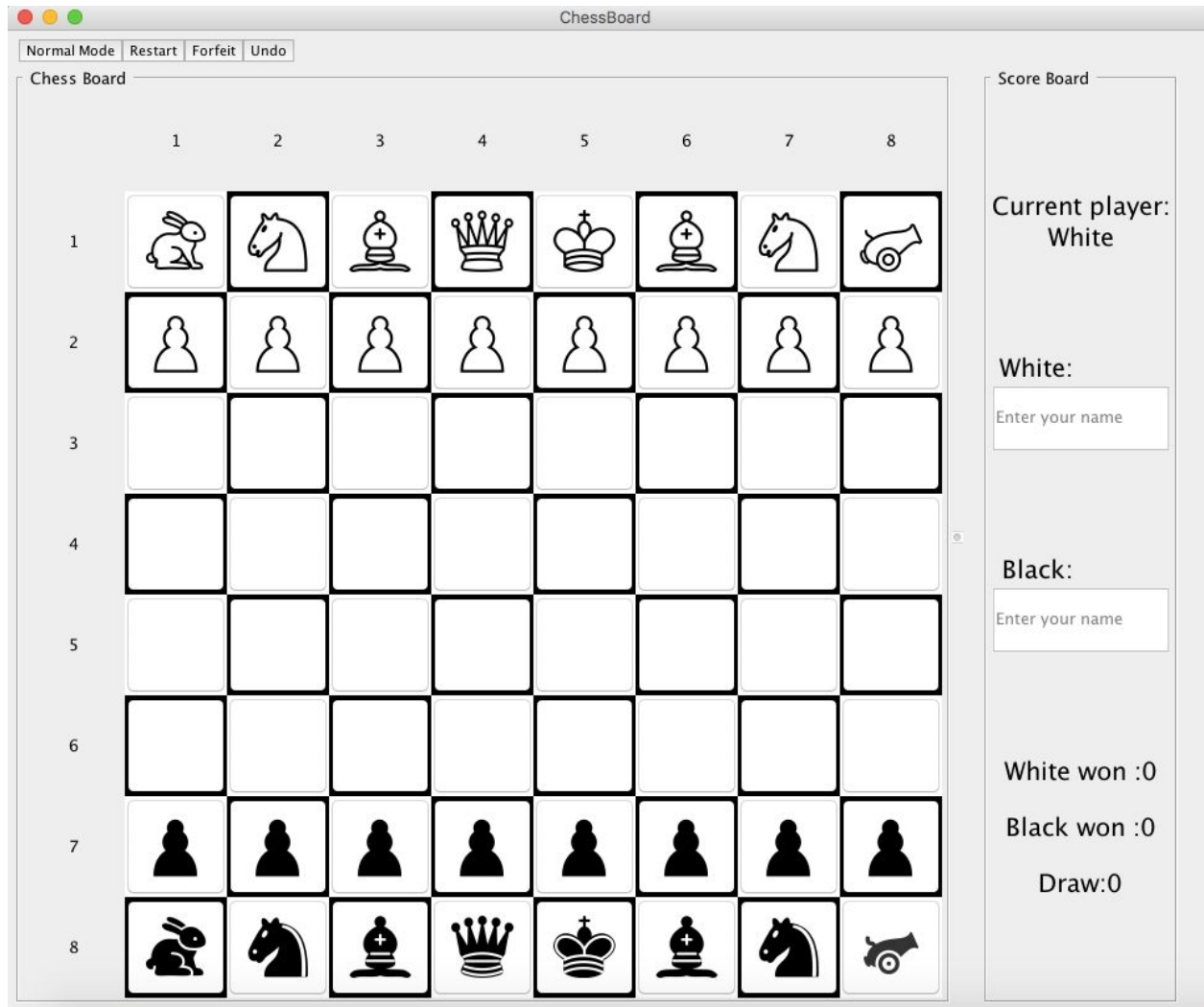
d. able to alert invalid move

e. able to alert self eating move
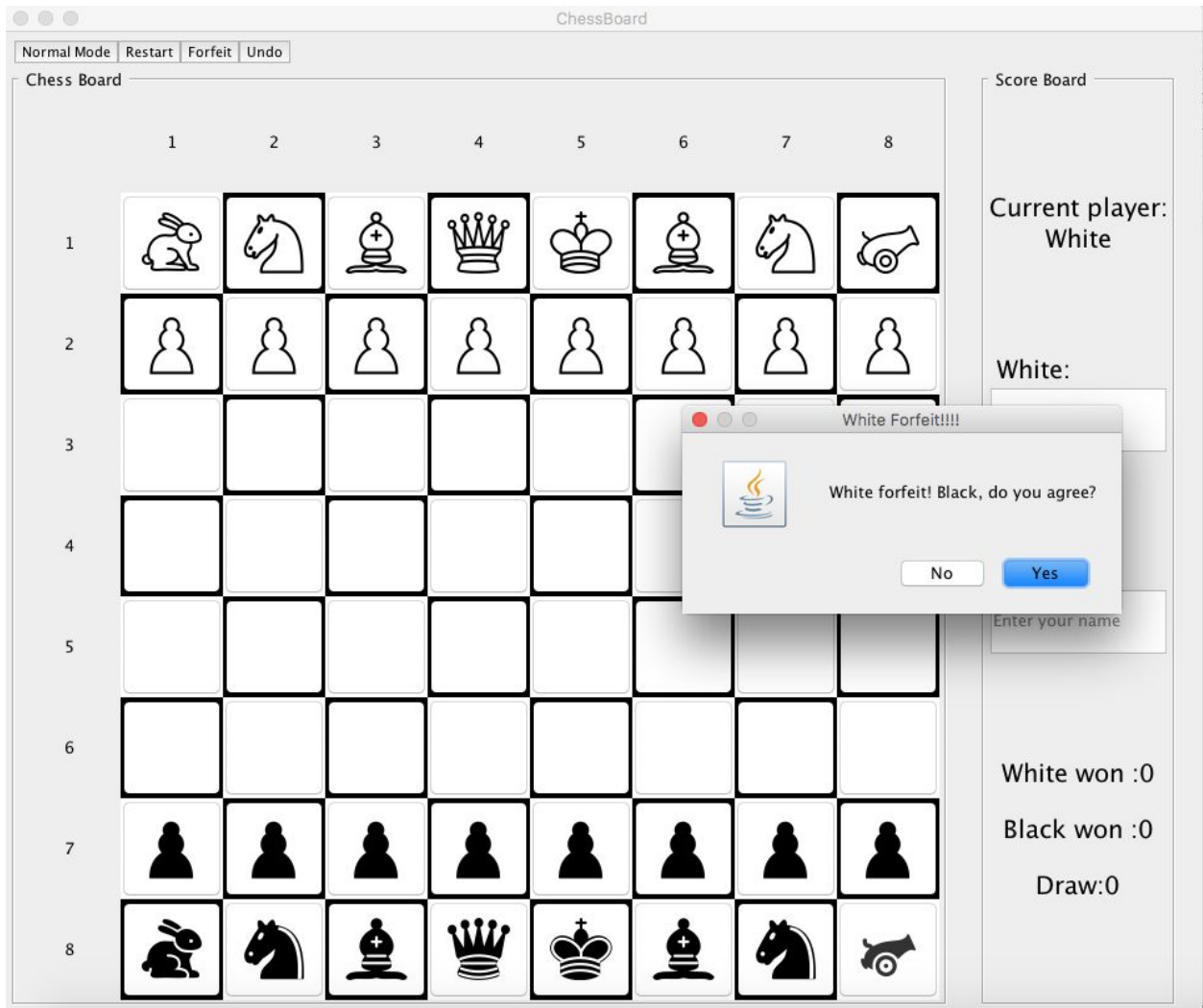
f. able to type name
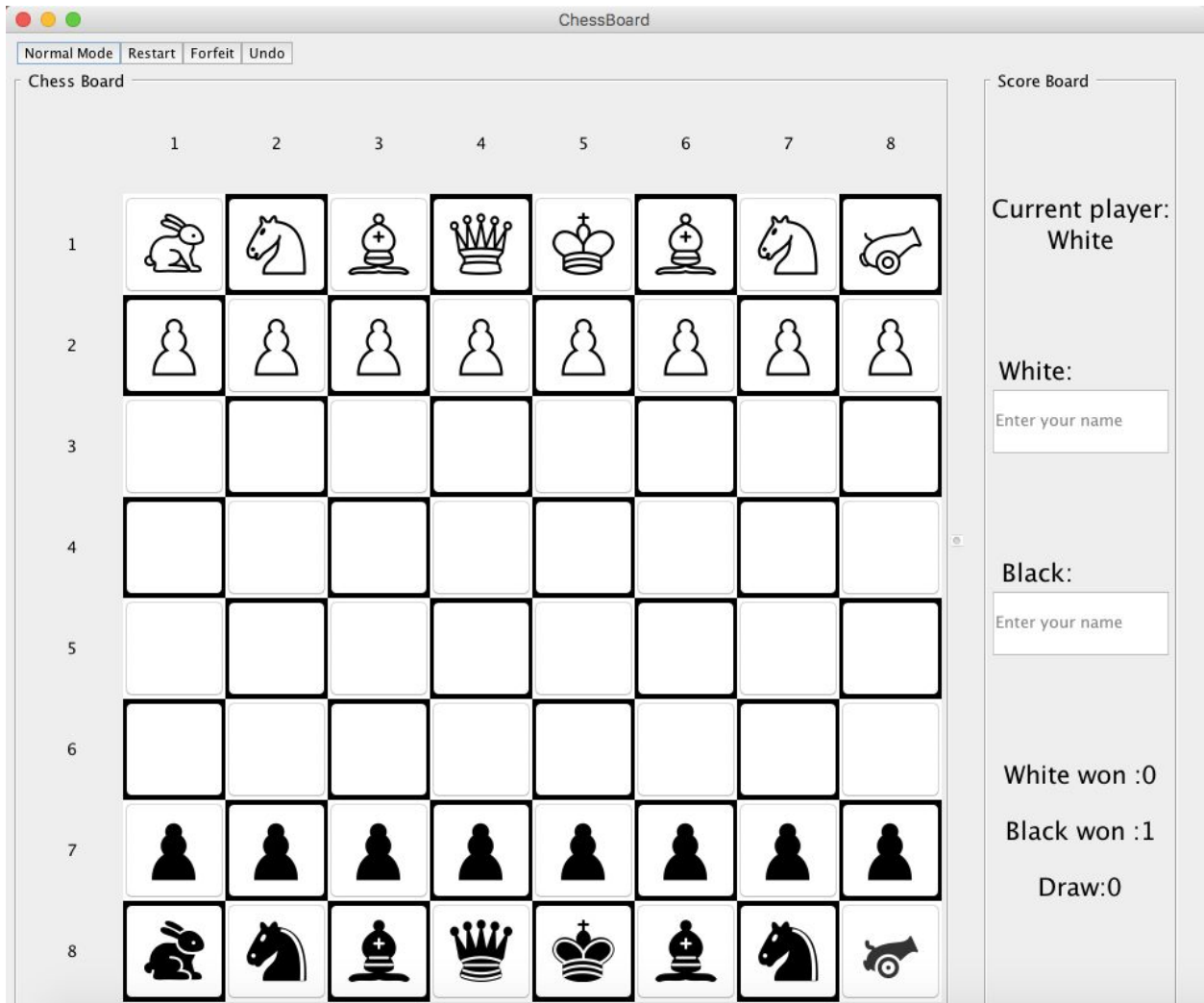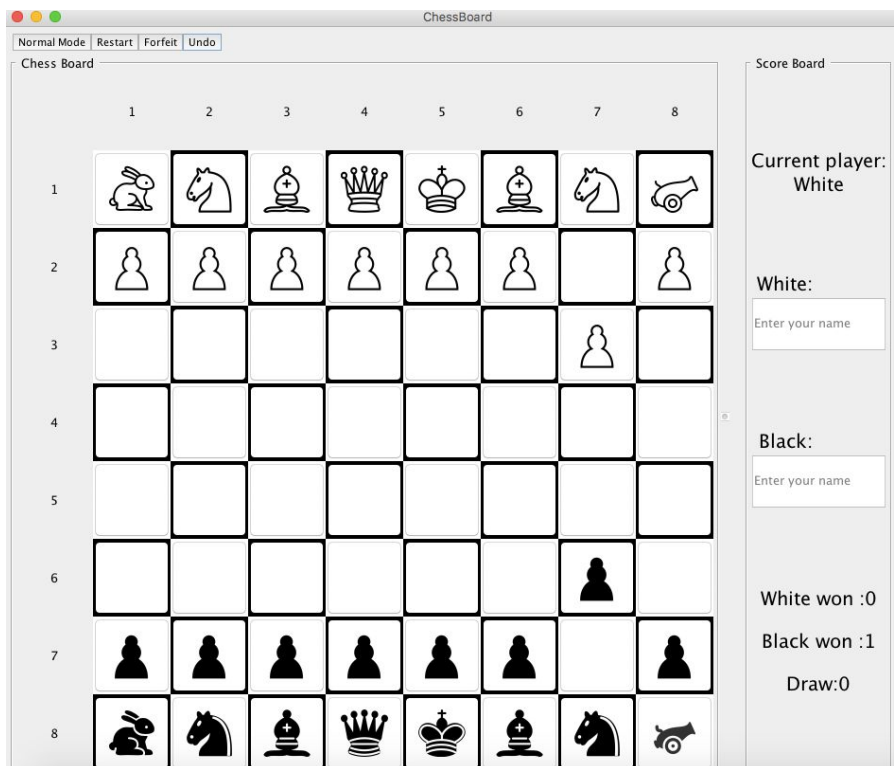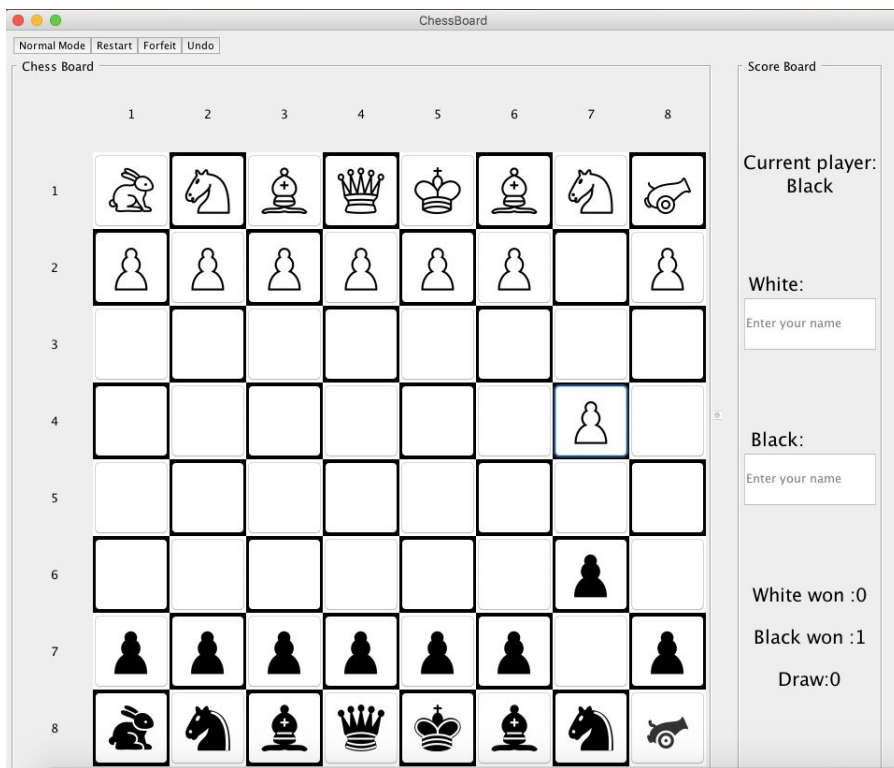
g. able to restart

h. able to switch mode

i. able to forfeit and ask for permission

j.able to count winning time after forfeit

k. able to undo