GO Game in Python

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Objective

To use python to create a game of Gō as a playable widget or application. By using the IDE’s list of graphical libraries, we want to build a 2D version of the game that can both:

* Draw the board for players
* Place the pieces or ‘stones’
* Keep a timer of the game
* Keep a record of the scores
* Clearly declare the winner
* Clear the board upon starting a new game

At the same time, we need to implement the game by building the game logic for Gō so that it follow the rules for the game.

What we first focus on is the aesthetic part of it, the board and putting the pieces on it, we already have part of the board set up but need to complete the code to make the board appear on the window. Currently it is blank with only a timer and a score tally.

The board needs to be set up first before the pieces, we set up the board array so that it it is a size 7x7 square with a row of 7 squares across and column of 7 squares down.

By printing it out in the console in printBoardArray() we can get an idea of what it should look like. Next we need to actually draw the board on our window.