Stage 2:

What data will be needed?

* Classes
  + Player
  + Game
  + Board
  + Rules
* Instance variables
  + Player
    - Name
    - Color of pieces
  + Board
    - Pieces on Board
    - Pieces removed from board
    - Total turns done
  + Game
    - Collection of boards
    - Player’s turn
  + Rules
    - Instance variable that stores

Data Structures

* 2d array as the game board
* Stack if player decides to change his mind or two players decide to restart from a certain point
* Hashset to store past versions of board