

We chose this design to try and implement an MVC application. The Board class is our model, as it contains all of the other parts of the game that the user never needs to see. Deadwood is our controller, as it contains the main loop of the game, and interprets the input recieved from Screen. Screen is our view, as it sends out all output for the game, and gathers input to send to Deadwood to interpret and respond to it.

