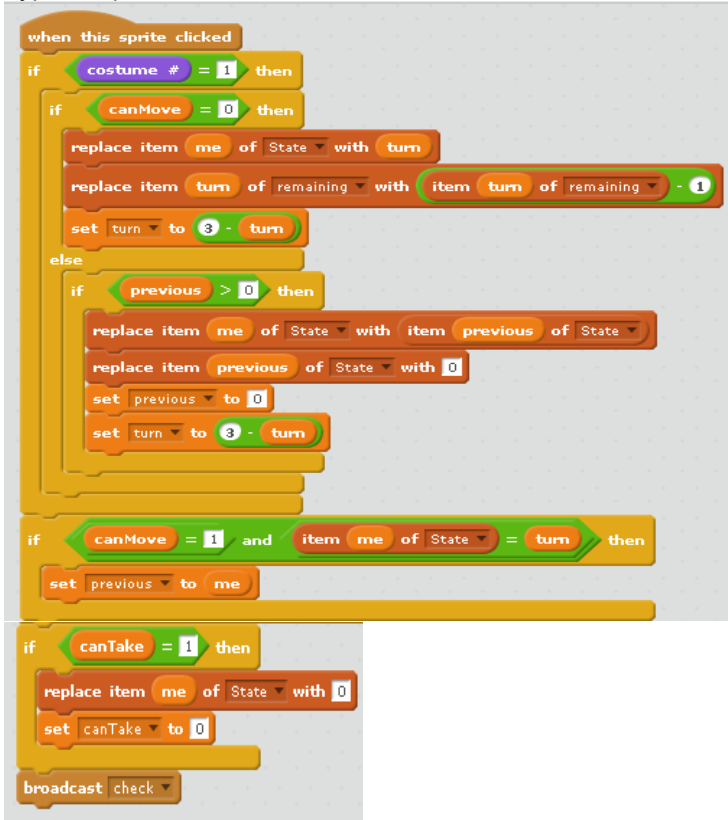


Appendix

Typical Sprite:



Holds the different coloured costumes so it can change colour depending on whose turn it is or whether a piece needs taking or not

Detects whether the place is valid to be clicked on

Detects whose turn it is

Replace item of State with Turn to indicate which player is where on the board

Minuses one from Remaining to determine how many pieces each player has left before canMove=1

Once the 3-in-a-row button has been clicked, determines canTake

The board:



When the green flag is clicked it refreshes the board :

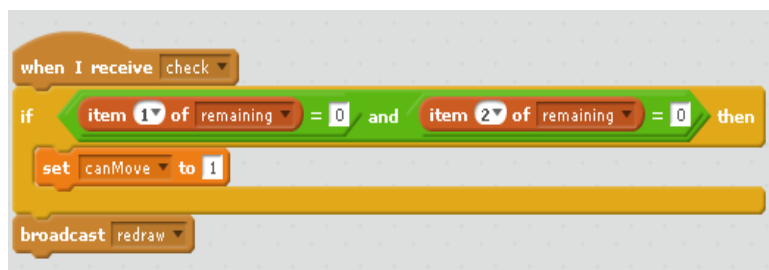
Sets canMove to 0

Replaces item 1 and 2 of Remaining with 9

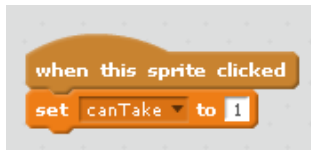
Sets the turn to 1

Sets whether a piece can be taken or not

The board has only one set appearance



3-in-a-row Button



Set canTake to 1 when it's clicked, enabling the appropriate player to click on a piece of the oppositions to take it