LAB 2

Entities (main parts of game)

Interfaces (connection /interacting everything

[Board + logic] How ?

→ Board

→ logic → rules, atoms, game
               raw   actual

→ players ⟶ store info, show
                         game state

use cases (UI)

→ text - based

→ players will interact with game

(see game + make moves)

Functional Requirements

the game in action ?