**Squarus notes for reference:**

* The placePiece method determines the best spot to place a piece using the shapeVector that contains the shape of the piece.
* shapeVector is a vector of three-dimensional tuples that contain the data about the (int) x location, (int) y location, and value of the space (which could be multiple players or some other integer identifier).
  + vector <tuple<int, int, int>> shapeVector;