Woo class
Main executable class

GameMech class -
Contains basic game mechanics and Initializations shared by the two game modes.

PvP class
Contains separate code for player vs player matches, enables double player mode.

PvE class
Contains separate code for player vs AI matches, enables AI mode.

AI_Intermediate class
AI which can make "mistakes"

AI_Master class
AI which will attempt to win with every step.