Explaining the use of patterns

First of all, our system is mainly divided into four main parts: the main menu, the system, the operation of the game, and the handling of special situations.

The initial main menu starts running, establishes the player's personal information, establishes a computer assistant (to help replenish the position of the vacant player), and establishes a major system operation brake to break through in a timely game update repair game.

The second system runs, the player registers to log in, establishes the difficulty of the game (simple, medium, difficult), builds the board, creates the color of the piece (a color), establishes a return window, creates a close button, and builds the player number.

The third step is the running of the game, the player enters the game, the player selects the size of the board, establishes a back button, and creates an end button.

The fourth step is the special case processing system to establish a color blind program (the color of the pieces is different)