**User Story:**

We designed a go game that is useful for beginners and experienced players alike. We envisioned a web-based application that would allow players to interact with each other, and the board, such that every move becomes a learning opportunity. In this way beginners are encouraged to ask questions, and experienced players may challenge and defend their actions.

**Project Outline:**

This project became two-fold as we attempted to merge a front-end library, which was not intended for actual gameplay usage, with our own server-side back-end, which would communicate between players and monitor gameplay.

**Back-end Implementation**

* Look over a board and determine what groups of pieces have liberties and when to remove them.
* Determine whether moves are legal or not (suicidal pieces)
* Record the number of captured pieces during the game and calculate the number of territory points for each player.

**Front-end Implementation**

* Edit glift library prototypes to cut out game-review functionality and report stone locations.
* Jquery link client script to glift library.
* Report any moves to the server and lock the game board.

**Merger**

* Poll server for incoming moves.
* Receive moves from server, update, and unlock game board. Repeat until end of game.
* Add a pass option to webpage.
* Display game statistics below the board.
* Notify players when there is a winner.
* Make everything pretty.