Team37 commits to this code base!

We are committing to Team6's (Sarah, Nikhil) code base. Both teams used Python so the capabilities of the language is the same for both code bases. Both code bases also pass all oracle and peer tests, and we are confident in the correctness of both. We are choosing the Team6 code base because of its design. It has wrappers around each feature (board, game, player) so interfaces are easy to implement; it also uses abstract classes and inheritance for the different player implementations; finally, it (for the most part) splits up larger problems into smaller, testable pieces.