Program Sketch (D2B): Catan Island 1
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Board input

Game Strategy
Tasks: Tasks 13, 14 and AI
Purpose: Class containing methods that will determine paths and plans for a given player. Will also contain an AI that will be played against.

Board Validation
Tasks: Task 3 and 4
Purpose: Class containing methods for validating the current game state and next move of the player

Move Validation
Tasks: Tasks 7, 8, 9, 11, 12.
Purpose: Class containing methods that will validate the move of the player and within the constraints of the game.

Interface for JavaFX
Tasks: Tasks 5 and 10
Purpose: Class containing methods that will output the board onto the GUI, such that the game can be played.

Move Controls
Tasks: Task 6
Purpose: Class containing methods that will roll the dice for the current player, allowing them to move on the board.

Human input