

"Team42 commits to this code base!"

From our previous team, we both used Python therefore there was no need to choose between one language and another and we both were well aware of the needed libraries. The reason for choosing this particular code base is that it is a lot cleaner and well refactored than another. "handleinput.py" uses sys and json libraries to parse inputs of json line by line and decodes json objects into workable python objects. "Point.py" does not use any external libraries and its function is to convert string point format of Go game into row and col of lists for easy access of the board objects and also gets the neighboring positions. "GameBoard.py" uses "copy" library to create a copy of the most recent board history and "Point" for conversion purposes. It has implementations of checking locations of the board, getting reachable and connected coordinates of a maybestone, calculating current scores, and modifying the most recent copied board. Lastly, "GoRules.py" imports "GameBoard" and creates board object to check the 8 rules of Go. We are confident that the implementations are thorough and correct to use these code base to continue for the rest of the quarter.