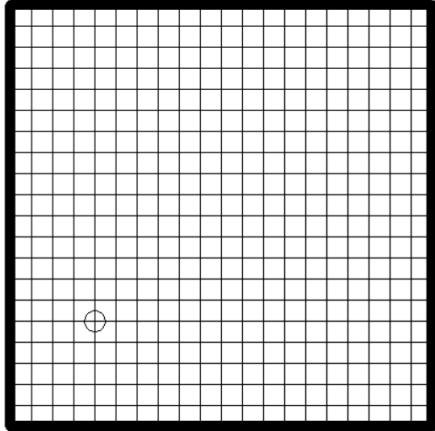


Game Manual:

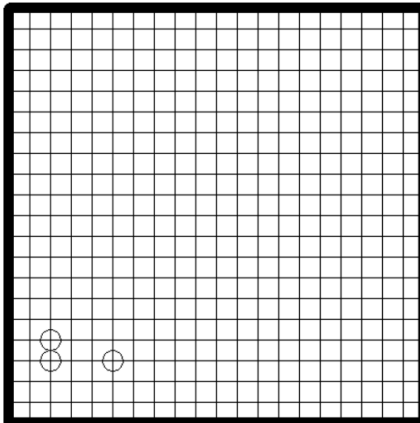
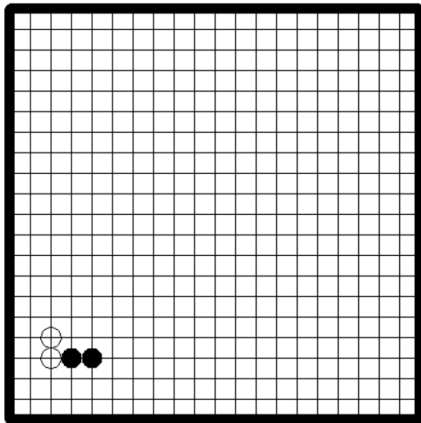
This program is simply run by running the code. The game board itself will be drawn in turtle so it is best to open the turtle window side by side with VS Code so you can see the game and the terminal simultaneously.

Inputs are in the form of x y coordinates separated by a space and nothing else. Both x and y axes range from 0 to 18, with 0 0 being the bottom left corner of the board and 18 18 being the top right corner. Players cannot place stones on a space already occupied by a stone.

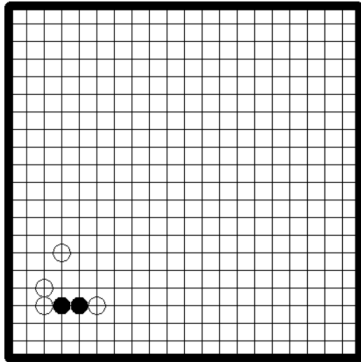
For example, the input 3 4 would result in the board looking as follows:



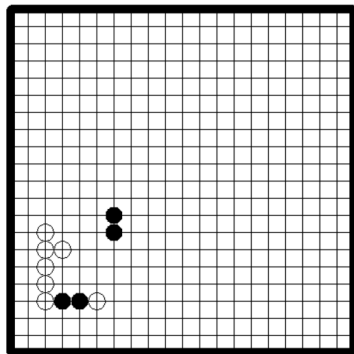
If a player brackets a linear pair of the opponent's stones, then the pair is removed from the board and the player that made the capture receives one point.



A player can then place stones back into the spaces that were captured without the stones being removed again.



The first player to get 5 captures or 5 stones in a row either vertically, horizontally, or diagonally wins. The score in terms of captures can be displayed by the use of the input "score". When a player wins, make sure the volume is turned on!



The command "help" will display the game rules and the command "resign" will forfeit the game making the other player win.

The program starts by displaying the game rules to the terminal and then prompting the user to input a coordinate for their turn. When the user inputs a turn the program will check if the turn is valid (on an empty intersection that is within the board) and then change a zero to the number associated with that player in the numpy array representing our board. Then the turn is translated into a set of turtle instructions to place the stone on the board. The program then moves to the next player's turn and repeats the process. Each turn the program checks the last move made for either a capture or win condition being met. If the capture condition is met, the program reprints the board with the captured pieces removed and updates the score. When a win condition is met, the program outputs a different message and ends the game. The program also outputs the final game board to a text file so the winner can save it and hold it over the head of the loser forever.