# Announcements, Mon 26 January

- You should have at least these classes:
  - generic game state
  - game state for subtract-a-square
  - generic strategy for choosing computer's move
  - one specific strategy for choosing computer's move
  - game view
- Your game view class should be generic. Two ways to deal with game-specific things it needs:
  - Have it ask other class(es) when it needs them,
  - or have a specific sub-class for each game.

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- A1 will be marked "by hand" so further details of structure and names can vary by student.
  - We count on only one thing: game_view.py exists and running it runs the game.