Frankenpawn (Due May 31 before lab)

**Instructions:** In class, everyone should have selected at least one of the following 7 projects, which are to complete different parts of an adaptive learning program for the game hexapawn based on the framework provided online at `hexapawn_framework.py`.

You are encouraged to work on more than one project. You are welcome to discuss the projects with each other but must each write your own code and submit it individually by email before the start of lab on May 31.

**For selected project, complete the functions listed.**

1. `play_game(matchbox)`
2. `human_move(current_player,board)`
3. `computer_move(current_player,board,matchbox)`
4. `is_game_over(board,player_to_move)`
5. `possible_moves(board,current_player)`
6. `update_board(initial_board,move)`
   ```python
   __repr__(self)
   ```
7. `__init__(self,board,current_player)`
   ```python
   choose_move(self)
   update_matchbox(old_matchbox,previous_move,current_player)
   ```