Atari Go, a.k.a. Capture Go, is a simplified version of Go, usually proposed to beginners so as to learn the basic rules of Go.

Improve the Wikipedia page about it: https://en.wikipedia.org/wiki/Capture_Go

Rules
1. Two teams, Black and White, take turns placing a stone (game piece) of their own color on a vacant point (intersection) of the grid on the board
2. Once placed, stones do not move
3. A vacant point adjacent to a stone is called a liberty for that stone
4. Connected stones formed a group and share their liberties
5. A stone or group with no liberties is captured
6. Black plays first
7. The first team to capture anything wins

The White stone has 2 liberties, while the Black group has 6 liberties

White has been captured (no more liberties available), Black wins

Bonus
Implement the function below in Python, that takes in input the colour of the player who has to play the turn (parameter colour), the sets of coordinates (i.e. sets of tuples) of all the black stones (parameter black) and white stones (parameter white) already positioned on the board, and returns the x, y coordinate (a tuple) of a free intersection where to place a new colour stone. The coordinates of the various positions of the board are those ones defined in "the board" in this paper.

```python
def place_stone(colour, black, white):
    # study the board and calculate the
    # best place where to position the stone
    return x, y  # the coordinates of the new stone
```