**Design Decision Made**

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| **Design Decision** | **Why it Was Made** |
| Making Pieces into an abstract class rather then Interface | By making pieces into an abstract class we were able to define the base functionality of each method. The sub classes of Pieces all share methods that are they same (Ie. Getters and setters), the abstract class allows for it not needed to be recreated each time but overriding when something was different. |
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