Piece

- piece: String
- pos: pair<int,int>
- isKing: bool

+ Piece(String,int,int)
+ getPos(): pair<int,int>
+ setPos(int,int): void
+ getPiece(): String
+ setPiece(String): void
+ setKing(bool): void
+ getKingStatus(): bool
+ swapPos(pair<int,int>): void

Player

- name: String
- ourPiece: String
- board: Board *

+ Player(String)
+ setBoard(Board *): void
+ setPiece(String): void
+ getPiece(): String
+ getName(): String
+ makeMove(map<string,int> &): void

Board

- DIM: const int
- board: list<list<Piece *>>

- fillBrd(): void
- isVldSquare(int,int): bool
- putPieces(): void
- canMove(String,pair<int,int>): bool
- canMoveKing(pair<int,int>): bool
- canCapture(String,pair<int,int>): bool
- canCapture(String,pair<int,int>,pair<int,int> &,bool &): bool
- canCaptWithKng(String,pair<int,int>): bool
- canCaptWithKng(String,pair<int,int>,pair<int,int> &,bool &): bool
- capture(String,pair<int,int>,pair<int,int>,pair<int,int>): void
- dsplyKings(String): void
- willForfeit(String): void
+ Board()
+ ~Board()
+ dsplyBrd(): void
+ jumpTo(int,int): list<Piece *>::iterator
+ move(String,map<String,int> &)