Top level

- gameboard — Alex
- Players   A I — joseph
- Chess Piece — Alex
- Timer   — Alex
- Best_Move ADT — Joseph

Stretch_goals

- Online option
- Replay of pass games

Gameboard

- Chess_piece location

Players

- scoreboard
- isHuman
- Start_turn / end_turn
- is King Alive

Chess piece

- `Valid_Moves`
- Capture
- Attach
- Subclass (Queen, rook, Knight ....)

Best Move