Board.PlayerColor + BLUE Board Status Color + GREEN + YELLOW + ACTIVE + ORANGE + INACTIVE + POSSIBLE MOVE + PINK + PURPLE + statusColorID + NO PLAYER + StatusColor() + playerColorID + fromInteger() + PlayerColor() + fromInteger() -playerColor -statusColor Board BoardField xPosition - yPosition - row - column + BoardField() + getRow() + setRow() + getColumn() + setColumn() + getPlayerColor() + setPlayerColor() + getStatusColor() + setStatusColor() + getXPosition() + setXPosition() + getYPosition() + setYPosition()