

CLASSES

- Piece
 - Enum:
 - Color
 - Red
 - Black
 - Type
 - Regular
 - King
 - Location
 - Size 2 int array, {x,y}
- Board
 - Piece[8][8]
 - Set<Piece> set of all pieces
- BoardController
 - Board
 - Stack<Piece[][]>
 - Used to undo moves
- Move
 - Starting Location {x,y}
 - Ending Location {x,y}
 - Move value
 - Unclear exact valuation
- GameMaster
 - Board
 - BoardController
 - Turn
 - Enum:
 - Red or Black
 - UI
 - AI (Optional)
- UI