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**Changes to UML Class Diagram**

* Model Package
  + Board Class
    - Added a field for 2D array of squares.
    - Added a field for board width.
    - Added a field for board height.
    - Added a field for the type of BoardStrategy.
    - Implied implementation of the BoardIF.
    - Added constructor for Board.
    - Added overloaded constructor for Board.
    - Added a method for setPieces which sets the pieces to a specific square on the board.
  + Position Class
    - Added constructor for Position.
    - Added overloaded constructor for Position.
    - Added a getter method for Rank.
    - Added a getter method for Files.
    - Added a setter method for Rank.
    - Added a setter method for Files.
  + Square Class
    - Added a field for the position of the square.
    - Added a field for the piece at the square.
    - Added a constructor for Square.
    - Implied implementation of the PositionIF.
    - Added a getter method for the Position.
    - Added a setter method for the Position.
  + BlackAndWhite Class
    - Added a constructor for BlackAndWhite.
    - Removed the getColor, isBlack, and isWhite methods because they are implied in the interface that it inherits.
  + Piece Class
    - Added a field for the type of piece in Piece.
* Interfaces Package
  + Piece Interface
    - Added a method for getValidMoves, it gets all the possible valid moves for the variable in PieceIF.
    - Renamed getChessPieceType and setChessPieceType to getType and setType respectively.
  + Movement Interface
    - Added an interface for movements for each piece. The interface holds a method signature for getting the valid movements for the pieces.
  + Player Interface
    - We added the player interface to be able to implement players that hold their own pieces and captured pieces. There are getter and adder methods for the interface.
    - Added a getter for the color of the player.
* Enums Package
  + Rank.java
    - Reversed the rank from 0 to 7 to 7 to 0 due to logistical reasons for the 2d array
  + GameColor.java
    - Black, White 🡪 BLACK, WHITE
* Controller Package
  + Chess.java
    - Added mainMenu method to create a main menu.
    - Added play method to initiate the game logic and start the game.
    - Added assignPieces to assign pieces to each user
    - Modified move signature to:
      * Public void move(Files fromF, Rank fromR, Files toF, Rank toR) 🡪 Public void move(PlayerIF currentPlayer, PlayerIF otherPlayer, Files fromF, Rank fromR, Files toF, Rank toR)
    - Added findValidFiles to ask the user to prompt for the File of their move choices.
    - Added findValidRanks to ask the user to prompt for the Rank of their move choices.
    - Added display method to display the captured pieces on the board.
* Movement Package
  + Added a movement package to hold the following classes for each pieces movement
    - PawnMovement
    - RookMovement
    - BishopMovement
    - QueenMovement
    - KingMovement
    - KnightMovement
* Player Package
  + Package to house anything player related. Currently we added Player.java which implements PlayerIF to model a player.
* General Changes
  + Set all package names to lowercase.