

User

createProfile(String name)

signIn(String name)

changeElo(int elo)

getName()

getElo()

Elo Calculator

Elo Calculator

calculateElo(boolean
gameResult, User white, User
black)

Game
User

Game

gameMode

initializeDisplay

updateDisplay

isBlacksTurn

calculateElo

Board

User

Board

chessBoard

getLegalMoves

makePlayerMove

makeComputerMove

King

Queen

Bishop

Knight

Rook

Pawn

Abstract Piece

King, Queen, Bishop, Knight, Rook, Pawn

getValidMoves(unimplemented)

getPosition()

Board

King (Implementing Piece)

getValidMoves

getPosition

castle

Abstract Piece

Queen (Implementing Piece)

getValidMoves

getPosition

Abstract Piece

Bishop (Implementing Piece)

getValidMoves

getPosition

Abstract Piece

Knight (Implementing Piece)

getValidMoves

getPosition

Abstract Piece

Rook (Implementing Piece)

getValidMoves

getPosition

Abstract Piece

Pawn (Implementing Piece)

getValidMoves

getPosition

promote

enPassant

Abstract Piece