



Piece Pawn + (Rook, Bishop, Knight, Queen, King)		
Responsibilities	Collaborators	
color location eliminated getPossibleMoves		

GameManager

Responsibilities
Board -> Piece[][] whitePiecesOut blackPiecesOut playerWhite playerBlack playerInTurn makeMove startGame endGame

Collaborators

GUI (Activities + Fragments)		
Responsibilities	Collaborators	









