Sword and Shield Game

To create the sword and Shield game I first considered the important types of object for the game, these were the Board and the Game Pieces so I created the classes Board and GPiece. I also realized that the board would need a Controller object to manage the GPieces on and off the board this is the SSGame class. I also created a class to control the swords and shields that the GPieces would have, so I created the Symbol class. In hindsight I should have used enums instead of a class that would only take certain Strings. however by the time I realized this I had already integrated the Symbol class into the game logic, because the difference this would make was small for a game of this size I decided to continue using the Symbol class.
The Board class uses a 2d array of GPieces to store the locations on the game board, this ensures that a location can never have more than one piece.
The TextInterface class is how the players interact with the game. The TextInterface draws the board with the redraw method, takes input from the console and then calls the correct methods in the SSGame. The SSGame works independently of the TextInterface so TextInterface can be easily replaced with a different user interface system.
The project is complete up to stage 3, however when moving a sword to touch a shield the reaction does not function correctly and I was unable to find the cause.