Sequence Diagram (move senario)
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User	View	Game	Board	Piece

User clicks on a piece → View

Get the point (x,y) coordinates of the piece clicked

getMoves(Point) → Game

getPieceAt(Point) → Board

Piece ⤎ Board

getMoves() → Piece

A list of possible moves ⤎ Piece

A list of Possible Moves ⤎ Game

Update the view

The possible moves are displayed on the view

User clicks on a move destination → View

Get the coordinates or the location clicked

movePiece(Move) → Game

move(Move) → Board

updatePieceLocation(Point) → Piece

update()

The piece is moved