This is a UML sequence diagram.

Note: Assume program is already running with the startup-dialog.

Participants:
- :Player <<Actor>>
- :GUI
- :ScoreSystem
- :Board

Messages:

- Player → GUI: Username(player)
- GUI → ScoreSystem: Username(Player)
- ScoreSystem --> GUI: Rating(Player
- Player → GUI: Start game
- GUI → GUI: Close startup-dialog

loop [Until game ends]
- Player → GUI: Make move(piece)
- GUI → Board: Make move(piece)
- Board → Board: Check legal move
- Board → Board: Check check/checkmate

Note: When a move is made a new board is created from the new boardstate.

- Board --> GUI: Return new boardstate
- GUI → GUI: Display new board

End loop

- Player → Board: End game

Note: By checkmate, draw or quit.

- Board --> ScoreSystem: Game result
- ScoreSystem → ScoreSystem: Calculate and save new ratings
- ScoreSystem --> GUI: Game result
- GUI → GUI: Display endgame screen