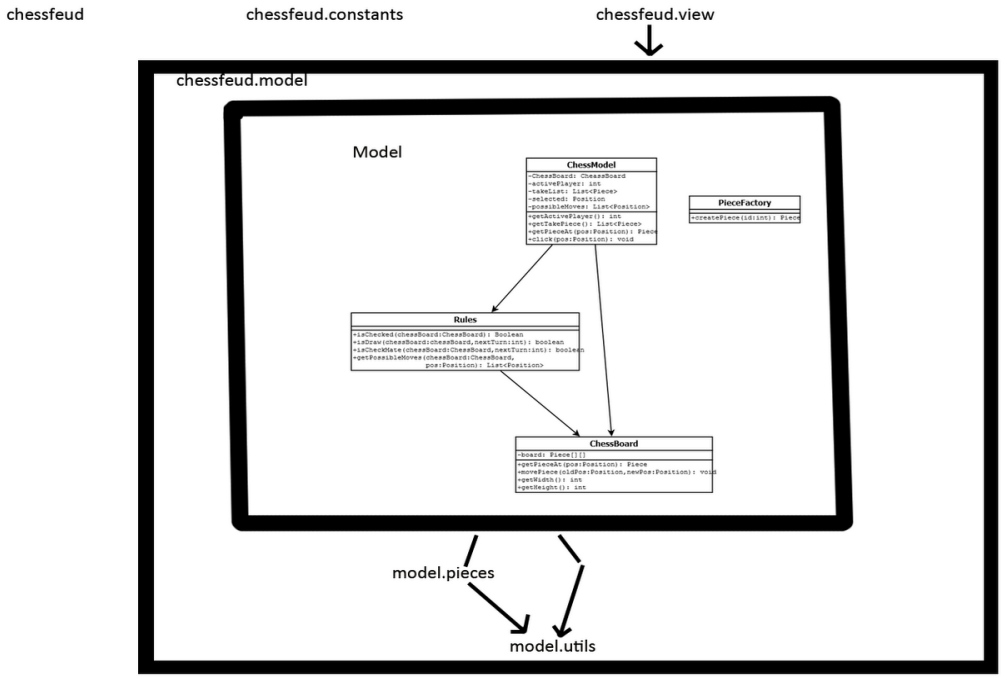

Design:
The applications consists of the following parts: Model, View, DbHandler, Controller.

Model:
The model consist of the core classes ChessModel, GameBoard, Rules and the abstract class Piece (all Pieces are extending this).
The model runs the flow of the chessgame and uses the Rules-class to see if the moves are legal etc. The GameBoard contains a matrix of Pieces and these Pieces have different movement and a team.
Flow:
The only way to change the model is to use the method click, which is suppose to be a click. If one first clicks a position a Piece may be selected and the movement for this piece will be saved in possibleMoves. Then in order to make a movement a position which is in possibleMoves must be clicked. Otherwise a new piece may be selected or it just deselects the piece.
If a movement is done the Rules will once again be checked to see if it is the next turn or if the game is over etc.

View and Controller:
The view is created in xml and an activity-class works as a controller for it. (Taking user input etc).

DbHandler:
The DbHandler handles all connection to the server and sends the information to the right class.