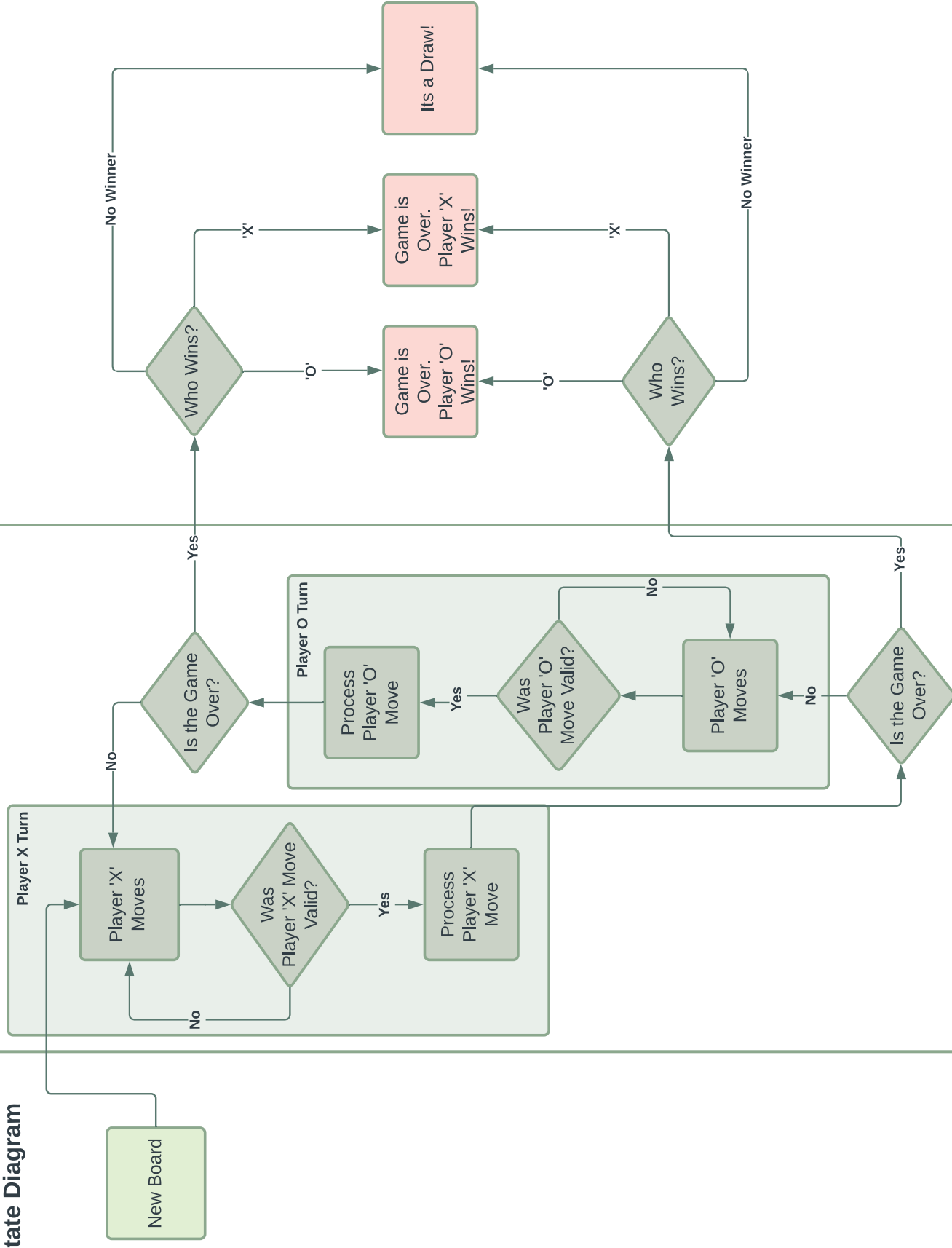
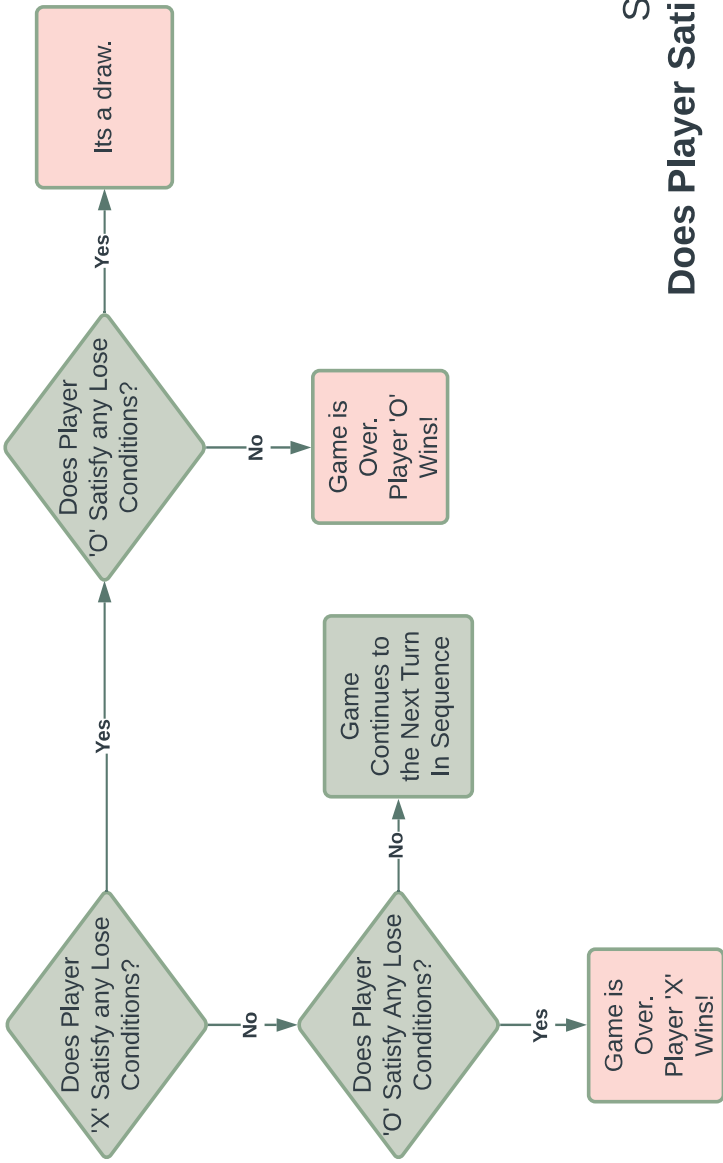


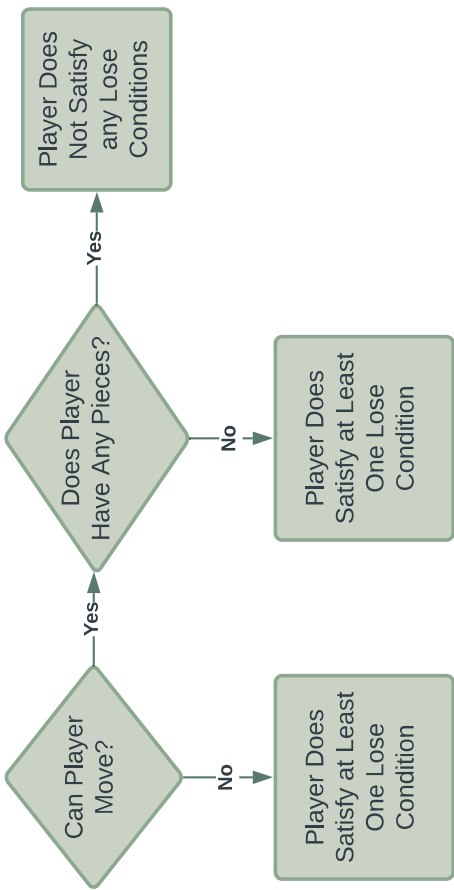
State Diagram



Subprocess:
Who Wins?



Subprocess:
Does Player Satisfy Any Lose Conditions?



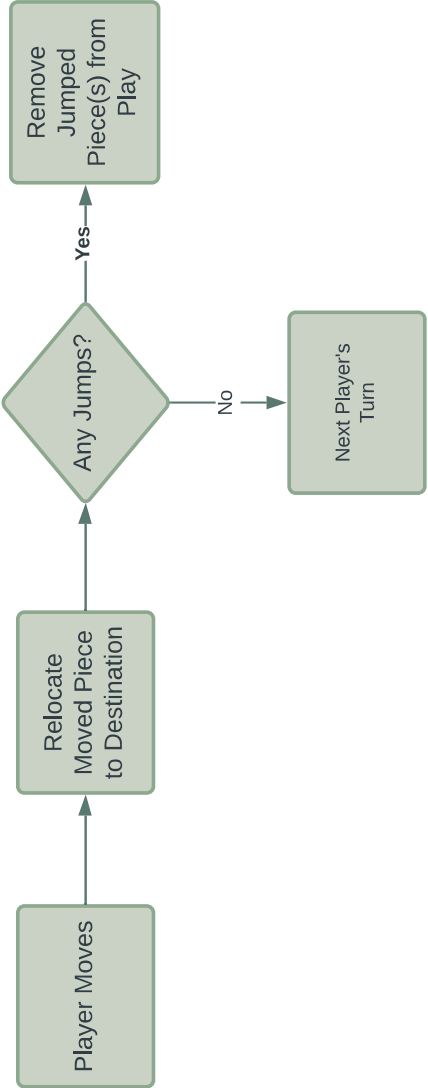
Game lose conditions:

The first player that loses all of their pieces loses the game.

OR

If a player is put in a position here they cannot move, they lose.

Subprocess: **Process a player's move**
means (once it has been determined that a player's move was valid) move and remove the necessary pieces as well as update the output to reflect the changes.

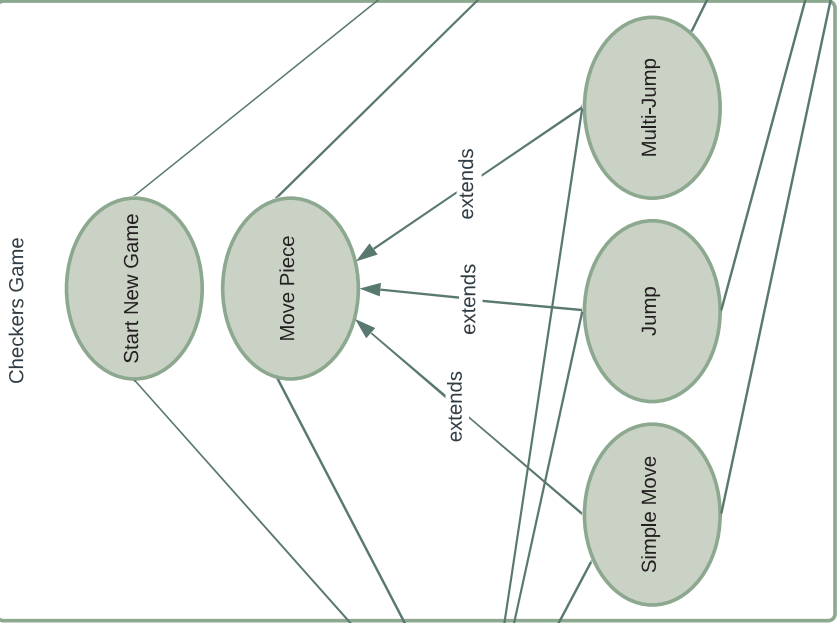


Sample Output:

8		-		o		-		o		-		o		-		o	
7		o		-		o		-		o		-		o		-	
6		-		o		-		o		-		o		-		o	
5		-		-		-		-		-		-		-		-	
4		-		-		-		-		-		-		-		-	
3		x		-		x		-		x		-		x		-	
2		-		x		-		x		-		x		-		x	
1		x		-		x		-		x		-		x		-	
		a		b		c		d		e		f		g		h	

Begin Game. Player X - your turn.

Use Case Diagram



Preliminary Class Diagram

