

* High-resolution design class diagram can be found in the Github repository

```
graph TD
    subgraph Client
        BoardUI
        Tile
        JungleClient
        JungleCLI
        ClientGameController
        BoardUI --> Tile
        Tile --> BoardUI
        JungleCLI --> JungleClient
        ClientGameController --> JungleClient
    end

    subgraph Server
        DatabaseManager
        JungleServer
        ServerGameController
        JungleServer --> DatabaseManager
        JungleServer --> ServerGameController
    end

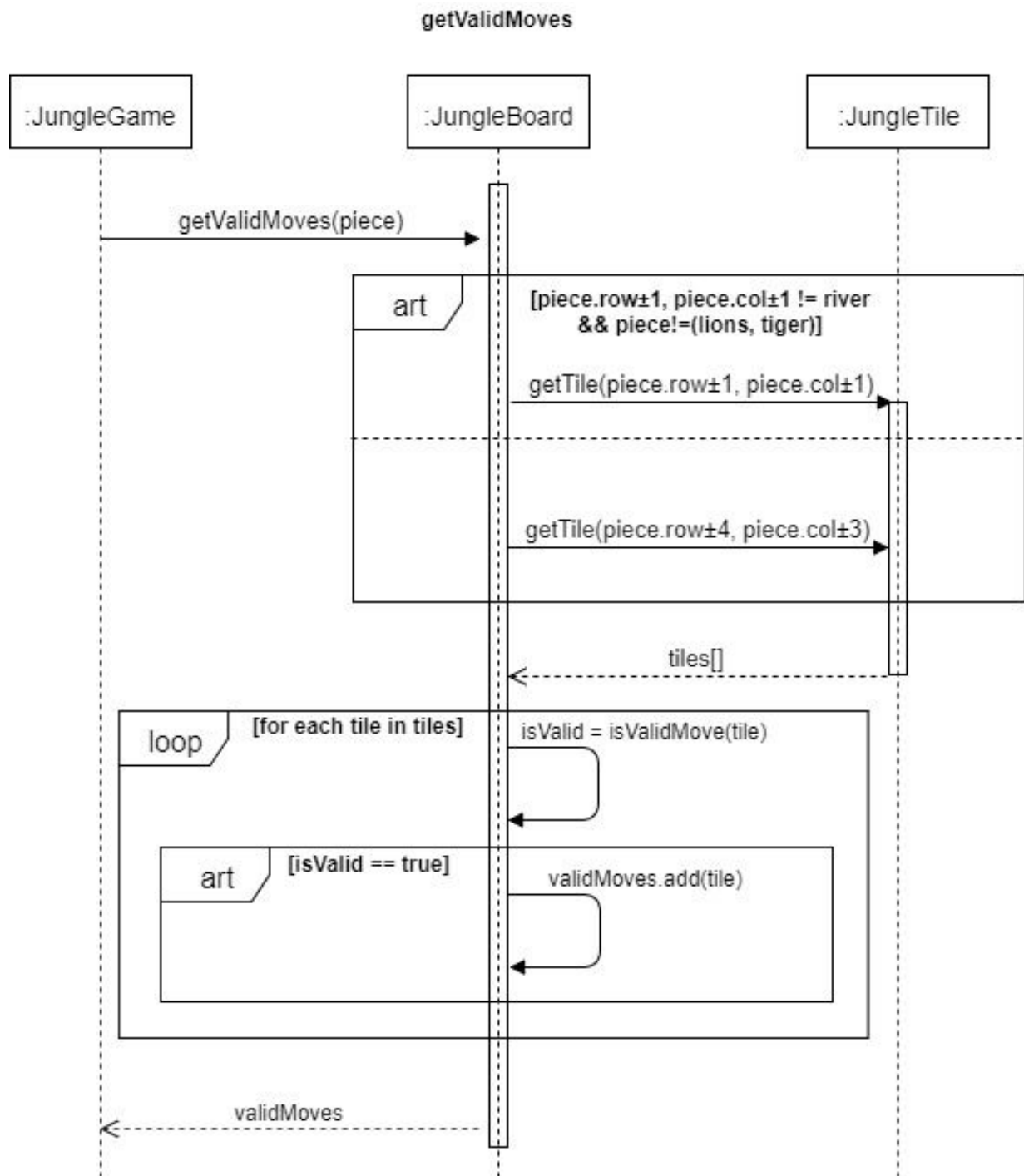
    subgraph Common
        JungleGame
        JungleBoard
        JungleTile
        JunglePiece
        GameRecord
        JungleGame --> JungleBoard
        JungleBoard --> JungleTile
        JungleBoard --> JunglePiece
        GameRecord --> JungleGame
    end

    subgraph Protocol
        NetworkResponses
        NetworkRequests
    end

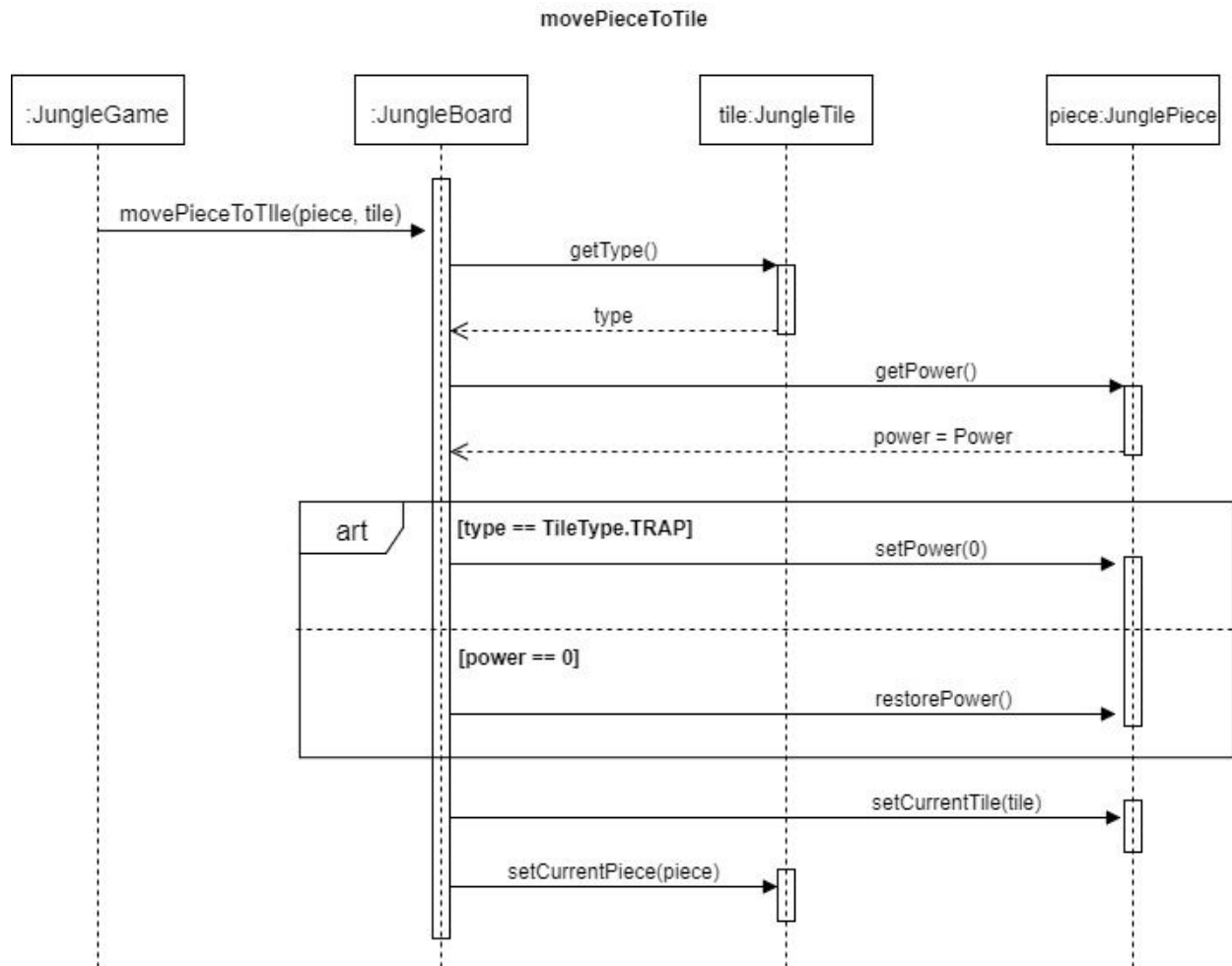
    ClientGameController --> JungleGame
    JungleGame --> DatabaseManager
    JungleGame --> ServerGameController
    DatabaseManager --> NetworkResponses
    ServerGameController --> NetworkRequests
```

[illegible]

3. Sequence Diagrams



`getValidMoves(piece)` returns a list of tiles where the piece can move



`movePieceToTile(piece, tile)` moves the piece to the tile within the `JungleBoard`

