

- Game:
  - Contains the Board and 2 Players
  - start game(initialize Board)
- Board
  - Hold square with 8\*8
  - GRIDSIZE
  - Move Piece
  - Remove Piece
- Square:
  - Axis x, y
  - Hold Pieces
  - occupySquare to check if a square is occupied
  - release square if piece move
- Piece (Abstract):
  - Hold the color to represent the affiliation.
  - Axis x, y
  - Set available and isAvailable to check if piece still available
  - IsMoveValid implement by subclass later
- Player :
  - Has a list of piece for different color represent both party
  - Initialize the piece
- Move
  - Hold Piece
  - Current x, y
  - Destination x, y
  - Move piece()
- Gui
  - Default title
  - Window width
  - Window height
  - drawPiece ()
  - drawSquare()
  - MovePiece()

