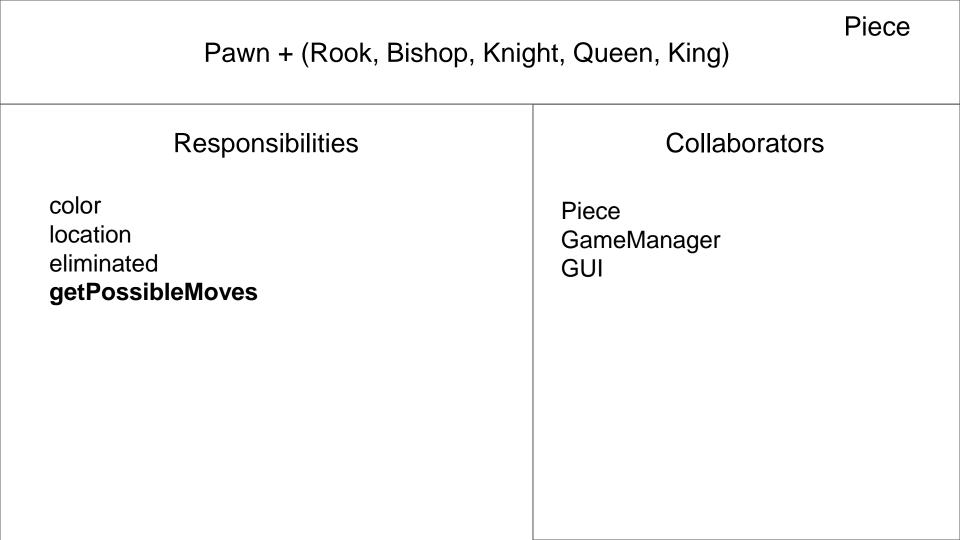
User Collaborators Responsibilities id GameManager Database name gamesWon GUI gamesLost



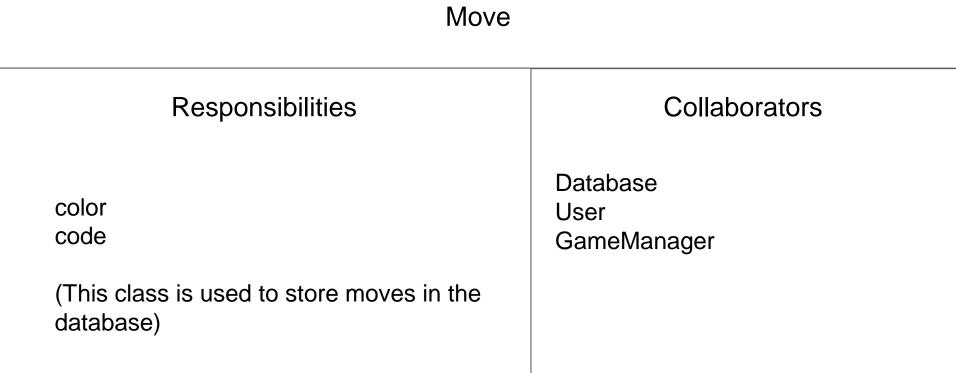


GameManager

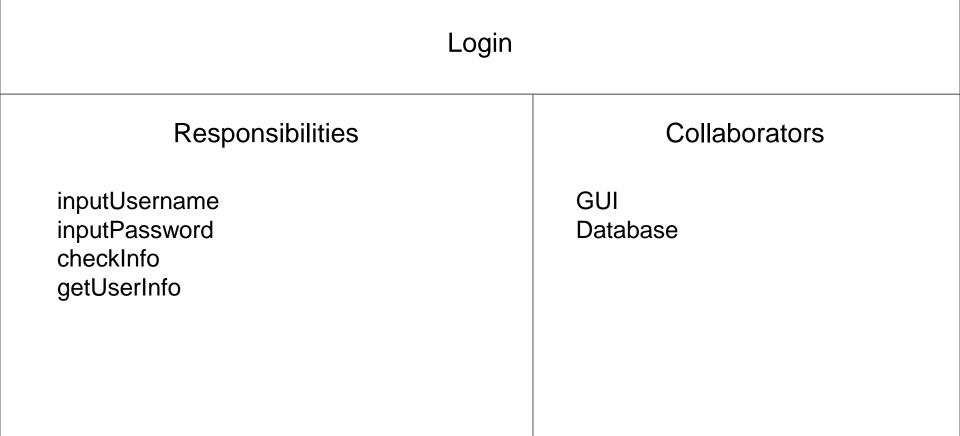
Responsibilities	Collaborators
Board -> Piece[][] whitePiecesOut blackPiecesOut playerWhite playerBlack playerInTurn makeMove startGame endGame	User Piece (and subclasses) Move Al

GUI (Activities + Fragments)

Responsibilities	Collaborators
Collection of Android Studio Activities and Fragments that make up the GUI of the app.	User Piece (and subclasses) Login Database



(This class is used to store moves in the database)



Matchmaker Responsibilities Collaborators

Handles user requests to join a game. User Using the database, it pairs users Database together to play chess. GUI GameManager

program once the multiplayer is

working.

ΑI

Database Responsibilities Collaborators Layer of abstraction in front of the User

firebase API. Allows for simple fetching GameManager and editing the database. GUI Move Login Matchmaker

changelcon		
Responsibilities	Collaborators	
Use Case class for changing the icon for a specific piece. The icon can be selected in the GUI, using the	Piece SetPreferences	

SetPreferences class

updateIcon(new_image, Piece)

SetPreferences

Responsibilities	Collaborators
This class is responsible for setting the preferences that the user wants. These preferences will impact how the game looks for the user	User GUI changelcon