Diagramme UML: Game

Loop

+ white : Player + black : Player

+ listBoard : List<Board>

- + Loop(Player white, Player black)
- + Loop()
- + gameLoop(Board board, Scanner sc): void
- + gameLoopInterface(Board board, Interface interFace) : void
- + gameLoopHumanMachine(Board board, Interface interFace, Player whitePlayer, Player blackPlayer): void
- + gameLoopHumanMachineBetter(Board board, Interface interFace, Player whitePlayer, Player blackPlayer): void
- + gameEnd(Board board) : int
- + getPosition(String s, Board board) : Tile

