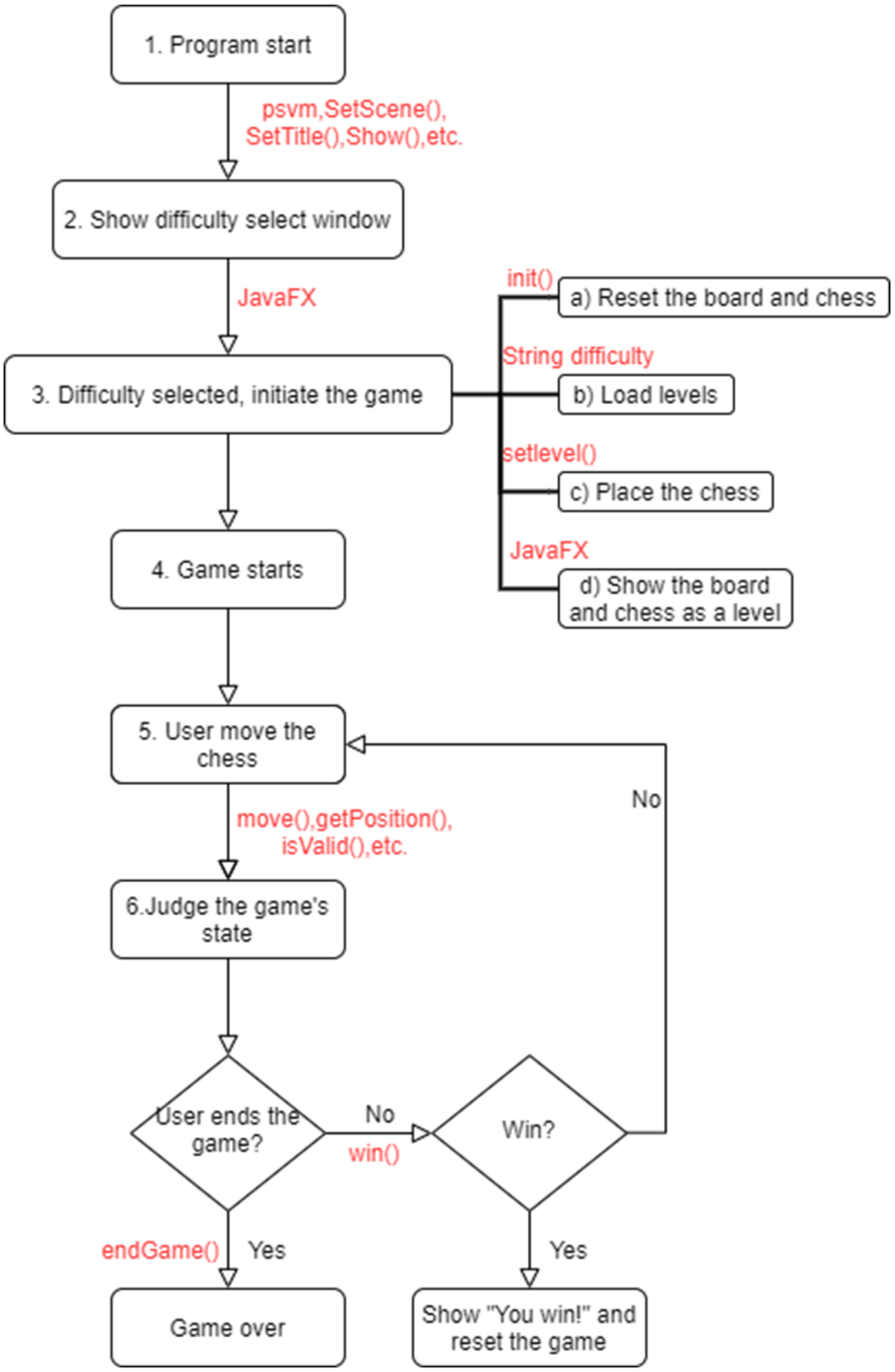

Classes	Fields	Methods
Board	//Basic variables to initialize **int height;** **int width;** **String title;**	1. /* The method that initializes the game by set all chesses' position to the position outside of the chessboard and all locations as empty. Then.it puts the chesses on the board based on the level that players choose. Also set board with wizard levels. */ **init()**

		2. // The method checks whether the new placement of the chess is valid. **isValid()** 3.// The method that checks whether game is over by measuring whether all locations are not empty. **win()** 4.//The method to exit if the user press the botton to end the game. **endgame()** 5.//The method to draw **setScene()** **setTitle()** **show()** **Etc.**
Level	//Element of levels of the game **String initialState;** **String difficulty;**	// Set the level of the game **setLevel(String difficulty)**

Chess	// The color of chesses
	String color；
	/* the location of the leftmost star in the top row that refers to the placement of pieces*/
	int x;
	int y;
	/* The arraylist shows the placement of pieces with several double[] arrays, e.g. [{0.0,1.0}, {0.0,2.0}, {0.0,3.0}, {1.0,2.0}] */
	Arraylist<double[]> pos;
		// The constructor that initializes the chesses.
		Chess(int x, int y, Arraylist<double[]> pos, String color)
		// The method implements the movement of chesses.
		move()

Location	// The position of different grids.
	int x;
	int y;
	// isEmpty shows that whether this grid is empty or not. If not, it has a posColor shows the color of the chess in this grid.
	isEmpty(Boolean)；
	posColor(String)；
		//Return the current position of location of the grid.
		getPosition()