Rough design document:

Objects creation – piece

Dictionaries – 1 converts from string to object

Main method – runs game

Method – (ReadTextFile)

Method – (CreateVisualBoard)

Method – (PrintVisualBoard)

Method – (PlayerChoosePiece)

Method – ReadTextFile: opens and returns contents of a notepad from specific directory

Method – UpdateBoardSizeParameters: update value of board width and height

Method – CreateVisualBoard: creates a 2d list. Also calls methods UpdateBoardSizeParameters and PopulateVisualBoard

Method – UpdateBoardSizeParameters: updates board size parameters

Method – PopulateVisualBoard: reads through text file content and calls object method (addToPieceList) and places a predefined string in the specific co-ordinate in 2d list

Method – (PrintVisualBoard): prints the game board in a manner that’s easy to understand for player and gameplay purposes

Method – (PlayerChoosePiece): player enter 2 co-ordinates that choose 1 piece, also calls method (VerifyPlayerPieceChoice)

Method – (VerifyPlayerPieceChoice): takes the co-ordinates from (PlayerChoosePiece) method and calls the method (ValidateValuesInList) from the (PieceClass) class and check whether the inherited objects of (PieceClass) class has the appropriate object with the appropriate co-ordinates, returns a boolean value to confirm