Game

board	board
playerOne	player
playerTwo	player
gameStatus	boolean
initGame()	void
startNewGame()	void
isThatGame()	boolean

Board

boardArr	square[,]
initBoard()	void
isMoveLegal()	boolean
updateBoard()	void
showBoard()	void

Player

color	string
pieces	piece[]
movePiece()	void

Square

color	string
piece	piece
isEmpty	boolean
placePiece()	void
removePiece()	void

Piece

color	string
posX	int
posY	int
isKing	boolean
isAlive	boolean

Use Cases

As a player, I want to be able to start the game.
The board and game is initialized and started.

As a player, I want to decide which piece to move and where.
If the move is legal the piece is moved.

As a player, I want my opponents piece to be removed when I eat it.
If the "eating condition" is met, the piece will be removed.

As a player, I want to eat another piece when the opportunity arises.
If the "eating condition" is met after already eating, the next piece is eaten.

As a player, I want my piece to become king once it reaches the other side.
If a piece reaches the opponents side, it will become a king.

As a player, I want to win once I have eaten all my opponents pieces.
The game ends when the winner has eaten all of their opponents pieces.

As a player, I want to start a new game after the previous is over.
A new game and board is setup when a new game is selected.