

Object::ChessGame
- _turn: bool - _player1: Player - _player2: Player - _b: Board
+ChessGame() +~ChessGame()

Object::Location
- _row: unsigned int - _col: char
+Location(unsigned int, char) +~Location()

Object::Player
- _tools: vector<Tool*>
+Player() +~Player()

Object::Board
- _board[8][8]: Tool*
+Board() +~Board()

Object::Tool
#_moves: vector<function>
+Tool() +~Tool() +isLegal(location, location): bool

Object::King
- _moved: bool
+King() +~King() +isLegal(location, location): bool

Object::Pawn
- _moved: bool
+Pawn() +~Pawn() +isLegal(location, location): bool

Object::Queen
+Queen() +~Queen() +isLegal(location, location): bool

Object::Bishop
+Bishop() +~Bishop() +isLegal(location, location): bool

Object::Rook
- _moved: bool
+Rook() +~Rook() +isLegal(location, location): bool

Object::Knight
+Knight() +~Knight() +isLegal(location, location): bool

