Mandatory J3 UML Class Diagram

Board

- board :Square[][]

+ currentState () :Square[][]
+ movePiece (piece :Piece, pos :Position) :boolean

Square

- pos :Position
- piece :Piece = Null
- colour :Colour

+ isEmpty () :boolean
+ getPiece () :Piece

Game

- turn :Player
- gameBoard :Board
- player1 :Player
- player2 :Player

+ newGame () :void
+ printBoard () :void
+ congratulateWinner () :void
+ nextTurn () :void
+ addMove (moveFrom :Position, moveTo :Position) :void

Piece

- pieceColour :Colour
- pos :Position

+ getColour () :Colour
+ getPosition () :Position
+ validMoves () :Square[]

Position

- x :byte
- y :byte

+ outOfBounds () :boolean

Player

- Name :String
- Score :int

+ move (piece :Piece, pos :Position) :boolean
+ getName () :String

whitePlayer

blackPlayer

1

1

64

1

1..24

1

1

1..32

1

1

1

0..12

1

2

1

1