# Game Setup

Grid (2D array of gridSquare)

Pieces (Array of whitePiece and blackPiece)

# Game Loop

forAll Grid —> display()

forAll Pieces —> display()

# MouseDown

if mouse over Piece run select()

# MouseHeld / MouseUp

When dragging, run displayTransparent()

If let go at original position, do nothing

If let go at impossible position, do nothing

If let go at any movement option, run move

# BOARD

Class (gridSquare)

float x, y

float xWidth, yHeight

bool occupiedWhite, occupiedBlack

display()

# PIECES

Abstract Class (Piece)

^^^ Derived: specific pieces (Knight, Queen, etc)

Color color

int gridX, gridY

bool isSelected

bool hasCrown

display()

—> draw visual at grid location at proper size

^^^ if (isSelected) —> displayMovementOptions()

displayTransparent()

select()

—> invert isSelected (can unselect)

—> set isSelected to false for all other pieces