GameManager

-boardPtr-> Board*
-players[2]-> Player*

+GameManager(bPtr: *Board**,
playerPtr[2]: *Player**) : *void*

+run() : *void*

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Player

- name: *string*

- symbol: *T*

- boardPtr: *Board**

+Player(n: *string*, symbol: *T*) : *void*

+Player(symbol: *T*) : *void*

+getmove(x: *int&*, y: *int&*) : *void*

+getsymbol() : *void*

+getname() : *void*

Text

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Board

- rows: *int*

- columns: *int*

- board: *T***

- n_moves: *int*

+update_board(x: *int*, y: *int*,
symbol: *T*) : *void*

+display_board() : *void*

+is_win() : *void*

+is_draw() : *void*

+game_is_over() : *void*

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RandomPlayer

- dimension: *int*

+RandomPlayer(symbol: *T*) : *void*

+getmove(x: *int&*, y: *int&*) : *void*

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Hum

+Human_Playe
symbol: *T*) : *voi*

+getmove(x: *int*

PyramidBoard

+PyramidBoard() : *void*

+~PyramidBoard() : *void*

Random_PlayerIm

-isvalid_position(x: *int*, y: *int*) : *void*

+Random_PlayerIm(symbol: *T*) :

nan_Player

er(name: *string*,
id

t&, y: *int*&) : *void*

+update_board(x: *int*, y: *int*,
symbol: *T*) : *void*

+display_board() : *void*

+is_win() : *void*

+Random_PlayerHt(symbol: *T*) :
void

+getmove(x: *int&*, y: *int&*) : *void*