* Class Window: It is a class where the GUI of the game is designed.
* It provides functionality like to hold the Image Path (for GUI).
* It controls all the click related events.
* Class Main: It is the main class that holds the game
* It holds the current state of the game
* It creates the GUI and controls the function of all the other classes
* Class Game: It is the token Class for the chess-board. 64 objects of this class together makes the Chess Board.
* It holds all the related data.
* It defines basic rules for the moves.
* It provides the condition to determine the final state of the game: Win or Draw.