UML Diagrams

Communication Chart.

Player → GamePlayer

To left: GamePLayer will report result of any action by the player.

To right: Player sends the action to gameplayer

GamePlayer calls the piece to be moved by the player

GameBoard reports the reaction of piecemovent to GamePLayer

Game Piece

GamePiece is recongzied by the GameBoard

Game Board
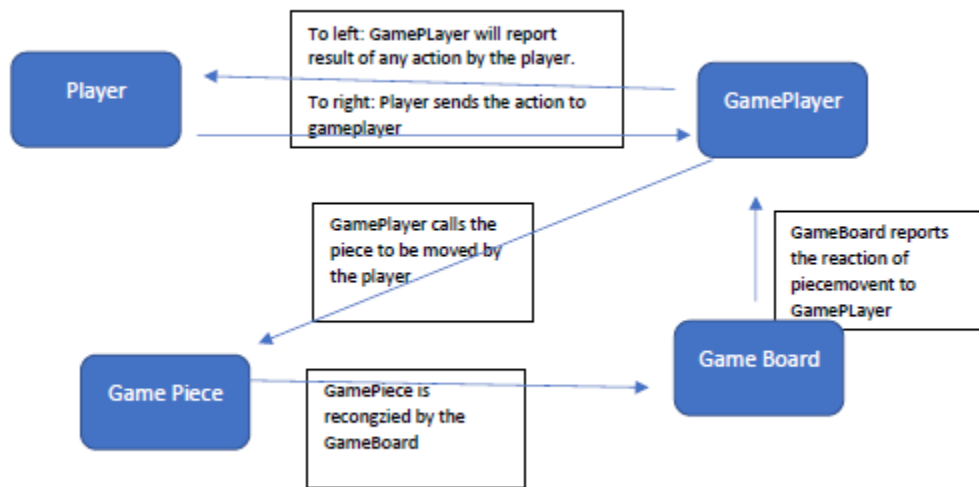
State chart – Player turn

State chart:

```
┌──────────────────┐     Select space
│ Player chooses   │ ─────────────────┐
│ piece            │                  │
└──────────────────┘                  ▼
        ▲                    ┌──────────────────────┐
        │ undo               │ Player moves piece   │
        │                    └──────────────────────┘
        │                         │         │
   Space has                      │         │ Space is empty
   an enemy                       │         │
        ▼                         ▼         ▼
┌──────────────────┐      ┌──────────────────────┐
│ Piece is removed │      │ Piece stays in new   │
│ from the game    │      │ spot                 │
└──────────────────┘      └──────────────────────┘
        │                         │
   Space opens                    │ Player selects end
   up                             ▼
                         ┌──────────────────────┐
                         │ Player ends turn     │
                         └──────────────────────┘
```