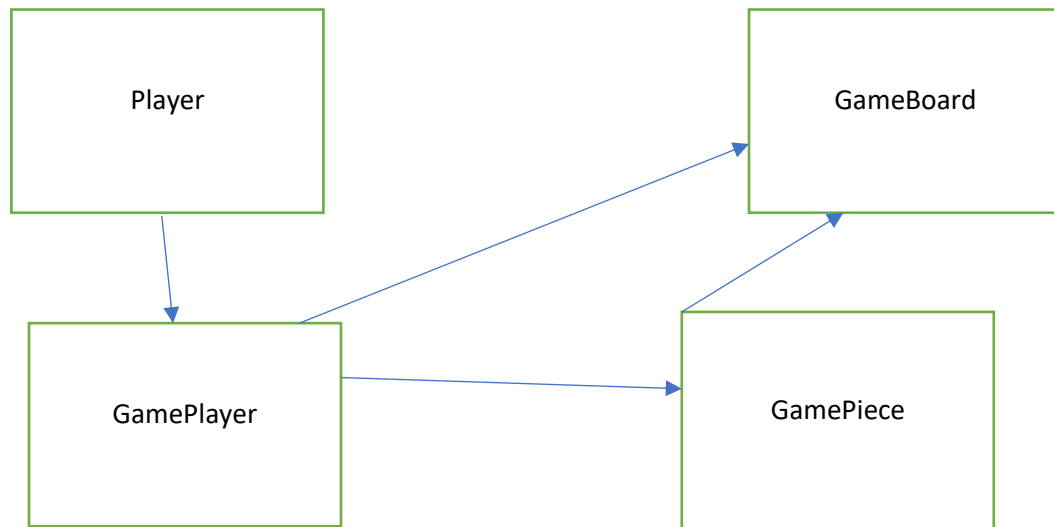


## Class Diagram

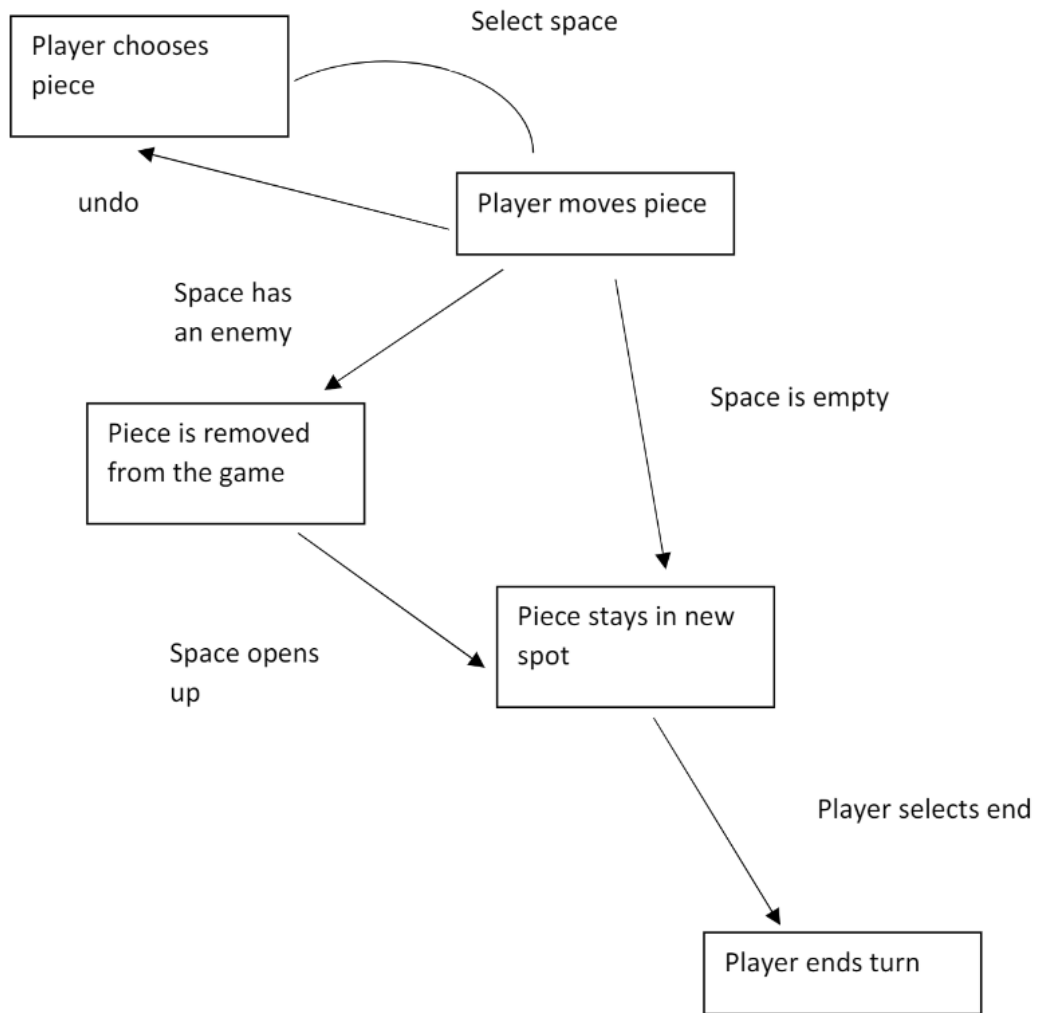


### CRC card – GamePlayer Class

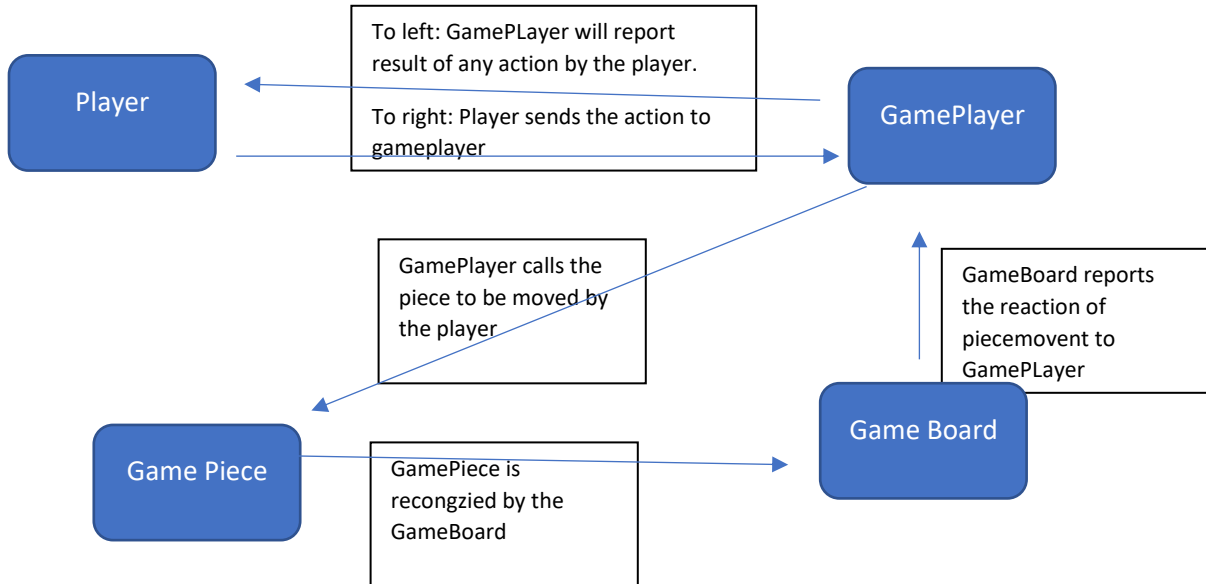
| GamePlayer   |                                  |
|--|----------------------------------|
| Gets the moves from player and passes it on to Piece<br>Notifies to user of any unallowed movemnets<br>Notifies User of winning condition. | GameBoard<br>GamePiece<br>Player |

## State chart – Player turn

State chart:



## Communication Chart.



## GamePlayer/Player sequence:

