

LoginServer

- gameServers: List<GameServer>
- TcpHandler
- WebSocketHandler

GameServer

- players: List<Player>
- turn: int
- board: Board
- gameLogic: GameLogic
- addPlayer(TcpSocket): Boolean
- addPlayer(Web Socket): Boolean
- makeMove(from: int[], to: int[], board: Board): Boolean
- broadCastMsg(message: String)

Board

holds internal representation of the chess board and location of pieces

GameLogic

- holds rule set
- validMove(from: int[], to: int[], board: Board): Boolean

<<abstract>>
Player

- colour: String
- pieces: List
- points: int
- sendMsg(message: String)

TcpPlayer

- TcpSocket

WebPlayer

- WebSocket