

Game	
Player	player1
Player	player2
Board	board
isOver	boolean
initGame()	void
StartGame()	void
SwitchPlayer()	void
isOver()	boolean

Board	
List<Tile>	tiles
size	[8][8]
clearBoard()	void
initBoard()	void
movePeace()	void
isValidMove()	boolean

Player	
name	string
gameWon	boolean
List<Piece>	pieces
isTurn()	boolean
move()	void

Tile	
Piece	piece?
Position	position

Position	
x	int
y	int

Piece	
Type	type
color	string
Position	position
isEaten	boolean

Pawn extends Piece	

King extends Piece	
isActiveated	boolean

