

Game
<ul style="list-style-type: none"> <li>- gameBoard: Board</li> <li>- actions: ArrayList&lt;Action&gt;</li> <li>- interface: Display</li> <li>- actionFactory: ActionFactory</li> </ul>

Action
<ul style="list-style-type: none"> <li>- currentPlayer: Player</li> <li>- complete: Boolean</li> <li>- game : Game</li> <li>- finalPosition: Position</li> <li>- turn: int</li> <li>- info: String</li> </ul>

ActionFactory
<ul style="list-style-type: none"> <li>- game: Game</li> </ul>

Board
<ul style="list-style-type: none"> <li>- positions: Map&lt;String, Position&gt;</li> <li>- positionsID: ArrayList&lt;String&gt;</li> </ul>

Position
<ul style="list-style-type: none"> <li>- isOccupied: boolean</li> <li>- positionIndex: int</li> <li>- playerOccupying: Piece</li> <li>- adjacentPosID: ArrayList&lt;Position&gt;</li> </ul>

Piece
<ul style="list-style-type: none"> <li>- positions: Position</li> <li>- colour: Sting</li> <li>- selected: Boolean</li> <li>- millCounts: int</li> </ul>

<<interface>> PlayerPhase
<ul style="list-style-type: none"> <li>+ update(): void</li> <li>+ undo(): void</li> </ul>

Player
<ul style="list-style-type: none"> <li>- name: String</li> <li>- piecesPlaced: boolean</li> <li>- placedCount: int</li> </ul>

Display
<ul style="list-style-type: none"> <li>- game: Game</li> </ul>