

Game
<ul style="list-style-type: none"> <li>- gameBoard: Board</li> <li>- newAction: Action</li> <li>- interface: Display</li> <li>- moveState: Move</li> </ul>

Action
+ field: Type

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

Board
<ul style="list-style-type: none"> <li>- board: Position[]</li> <li>- millCombination: Position[][]</li> <li>- numOfPieces_P1: int</li> <li>- numOfPieces_P2: int</li> <li>- numOfTotalPiecesPlaced: int</li> <li>+ NUM_POSITIONS_OF_BOARD:int</li> <li>+ NUM_MILL_COMBINATIONS:int</li> <li>+ NUM_POSITIONS_IN_EACH_MILL:int</li> </ul>

Position
<ul style="list-style-type: none"> <li>- isOccupied: boolean</li> <li>- positionIndex: int</li> <li>- playerOccupying: Piece</li> <li>- adjacentPosIndexes: int[]</li> </ul>

Piece
<ul style="list-style-type: none"> <li>- piecePosition: int</li> <li>- legalMoveList: List&lt;Move&gt;</li> </ul>

Move