Piece

- colour :string
- owner :Player

+ getPlayer () :Player

Tile

- piece :Piece

+ hasPiece () :
boolean
+ getPiece () :Piece
+ clearPiece () :void
+ setPiece (newPiece
:Piece) :void

n

←

64

Player

- name :string
- id :int

getId () :int
getName () :string

Printer

+ print (board :Board)
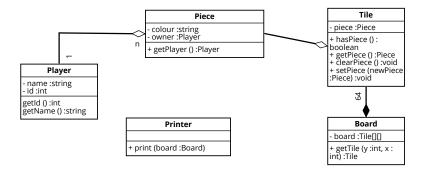
Board

- board :Tile[][]

+ getTile (y :int, x :
int) :Tile

Validator

- checkPlayer (board :Board, oldX :int, oldY :int, hasTurn :Player) :boolean
- checkIfDiagonal (xOld :int, yOld :int, xNew :int, yNew :int, hasTurn :Player) :
boolean
- checkIfEmpty (board :Board, xNew :int, yNew :int) :boolean
+ checkMove (oldX :int, oldY :int, newX :int, newY :int, playerHasTurn :Player,
board :Board) :boolean

Gameplay

- hasTurn :Player

- runGame () :void
- completeTurn (board :Board) :boolean
- promptPlayer (option :string) :int[]