Description of Classes

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| **Class** | **Description** |
| Board | The board used for the game |
| Experimental  Board | Inherits from Board -- Allows the user to make invalid moves; Used for anlayzing moves |
| BoardDisplay | Renders board in a tabular format with positions labelled |
| GameOver | Inherits from std::exception; Thrown to indicate that game is over |
| GameDrawn | Inherits from GameOver |
| GameWon | Inherits from GameOver |
| InvalidMove | Inherits from std::exception; Thrown to indicate that an invalid move is being made on the board |
| Quit | Inherits form std:;exception; Thrown to indicate that player had decided to quit |
| MoveAnalysis | Provides analysis for a move, for example, if the move is a winning move, capturing move, capture blocking move, win blocking move, etc |
| Player | Represent a player -- virtual |
| Computer | Inherits Player |
| Human | Inherits Player |
| Position | Represents a position in the board; Class used because it contains methods to generate string represantations and calculate distances |
| Roster | Stores the users and the scores in a tournament |
| Round | Represents a round in the game |
| RoundDisplay | Renders and display the board, details, and move history while a round is played |
| Serial | Parses and generates serial strings |
| Strategy | Decides on which move to play -- seperated into a class from player so that the same player can use multiple types of strategies |
| Tournament | Represents the Tournament |
| Tournament  Announcement | Renders and displays tournament results in a tabular format |