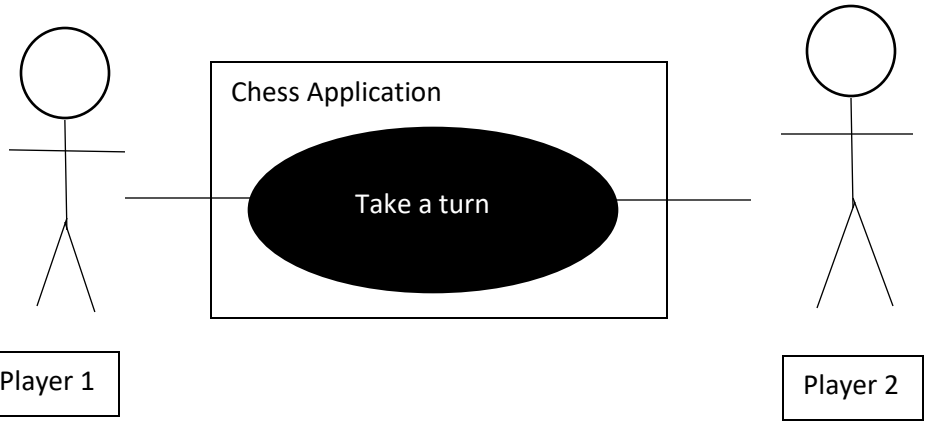
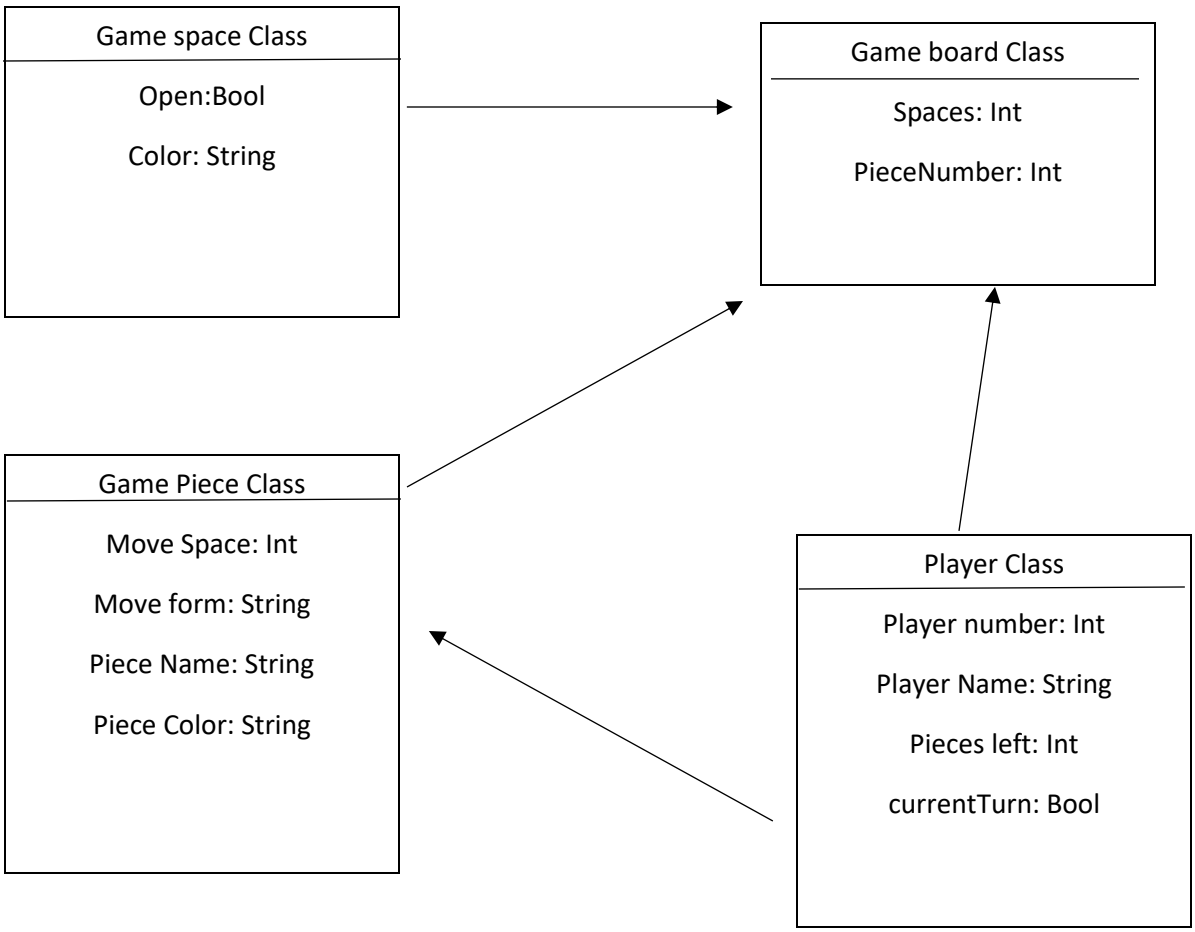
Use Case diagram

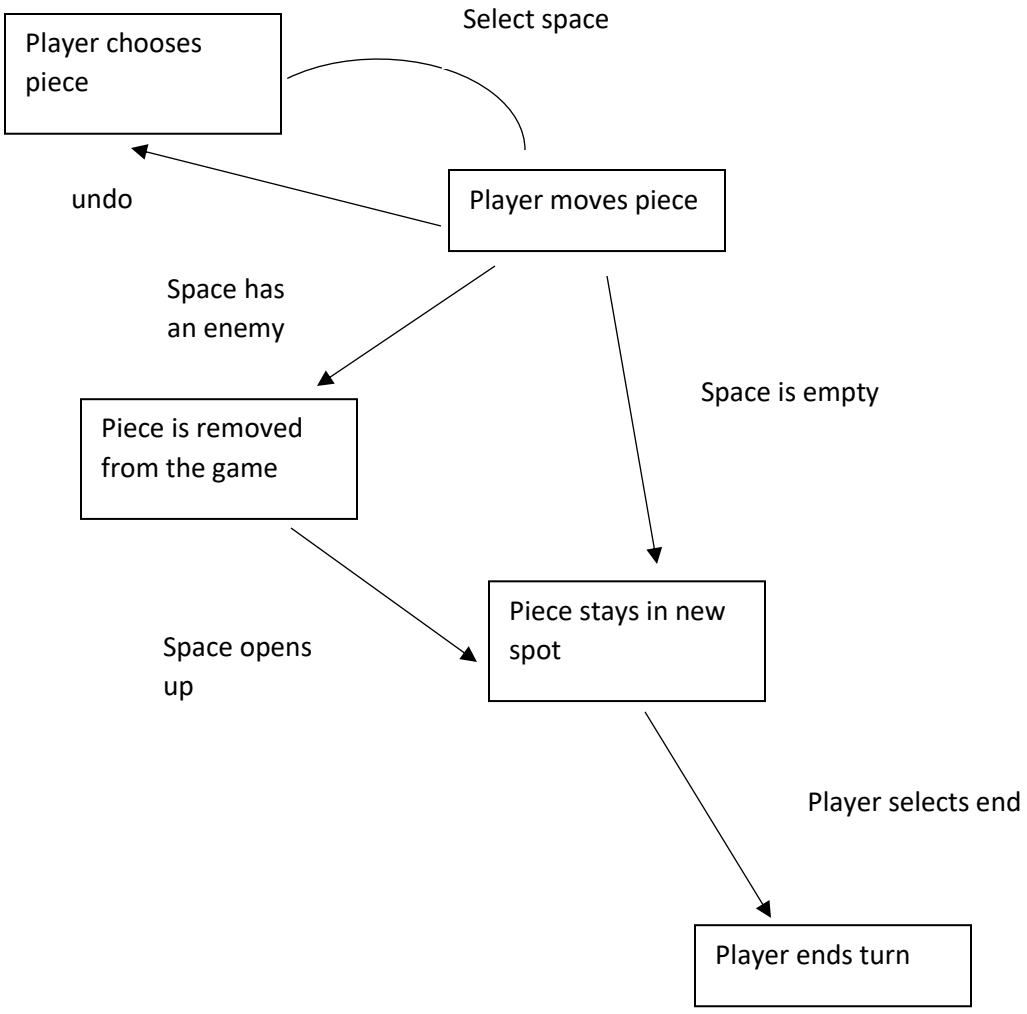


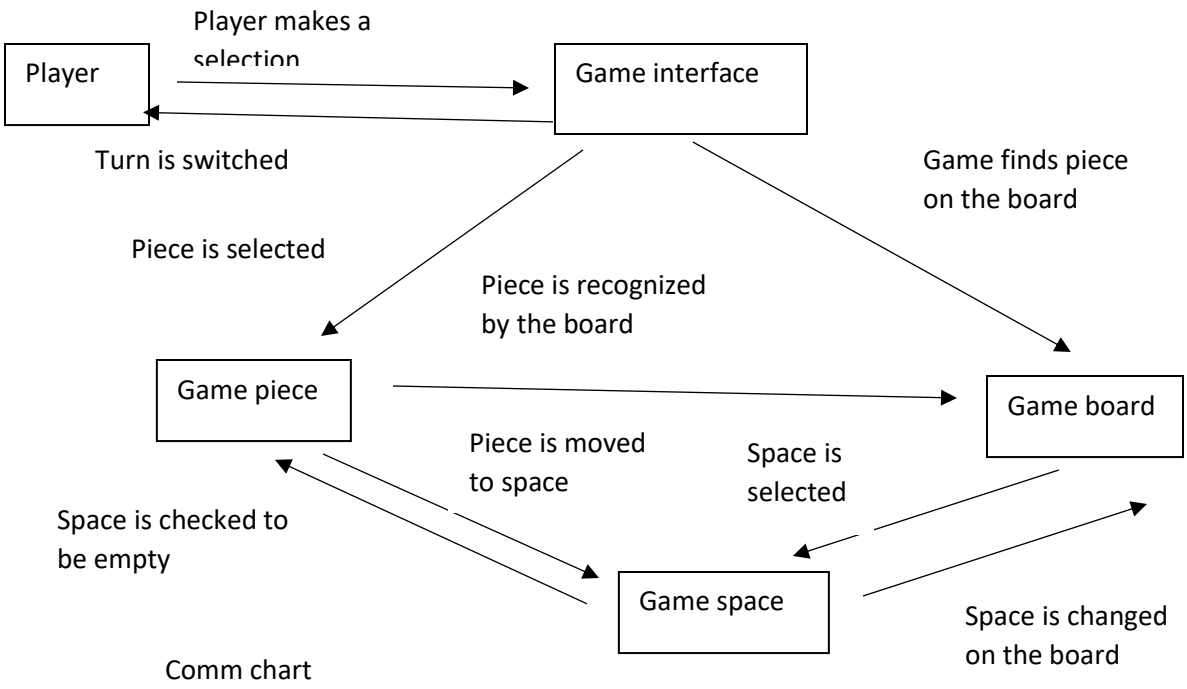
Class diagram



CRC Card: Player Class	
Variables: Player Number Player Name Pieces Left Current Turn	Methods: Move Undo End

State chart:




Player makes a selection
Player
Game interface
Turn is switched
Game finds piece on the board
Piece is selected
Piece is recognized by the board
Game piece
Game board
Piece is moved to space
Space is selected
Space is checked to be empty
Game space
Space is changed on the board

Comm chart