ChessMatch	
• Saves Game State • Keeps track of whose turn it is	• ChessBoard • User
User	
• Creates matches • Moves pieces	• ChessMatch
ChessPiece	
• Contains Chess Piece type • Contains Color • Contains position • Contains whether it is alive/dead	• ChessBoard • Rook • Bishop • Knight • Queen • King • Pawn
Rook	
• Extends ChessPiece • Checks is movement is legal • Updates position	• ChessPiece
Bishop	
• Extends ChessPiece • Checks is movement is legal • Updates position	• ChessPiece
Knight	
• Extends ChessPiece • Checks is movement is legal • Updates position	• ChessPiece
Pawn	
• Extends ChessPiece • Checks is movement is legal • Updates position • Promotion cast pawn to another piece	• ChessPiece • Rook • Bishop • Knight • Queen
Queen	
• Extends ChessPiece • Checks is movement is legal • Updates position	• ChessPiece
King	
• Extends ChessPiece • Checks is movement is legal • Updates position • Keeps track of check • Checks if checkmate	• ChessPiece
ChessBoard	
• Populates Chess pieces	• Chesspiece and subclasses