

ChessMatch	
<ul style="list-style-type: none"> Saves Game State Keeps track of whose turn it is 	<ul style="list-style-type: none"> ChessBoard User
User	
<ul style="list-style-type: none"> Creates matches Moves pieces 	<ul style="list-style-type: none"> ChessMatch
ChessPiece	
<ul style="list-style-type: none"> Contains Chess Piece type Contains Color Contains position Contains whether it is alive/dead 	<ul style="list-style-type: none"> ChessBoard Rook Bishop Knight Queen King Pawn Portal
Rook	
<ul style="list-style-type: none"> Extends ChessPiece Checks is movement is legal Updates position 	<ul style="list-style-type: none"> ChessPiece Portal
Bishop	
<ul style="list-style-type: none"> Extends ChessPiece Checks is movement is legal Updates position 	<ul style="list-style-type: none"> ChessPiece Portal
Knight	
<ul style="list-style-type: none"> Extends ChessPiece Checks is movement is legal Updates position 	<ul style="list-style-type: none"> ChessPiece Portal
Pawn	
<ul style="list-style-type: none"> Extends ChessPiece Checks is movement is legal Updates position Promotion cast pawn to another piece 	<ul style="list-style-type: none"> ChessPiece Rook Bishop Knight Queen Portal
Queen	
<ul style="list-style-type: none"> Extends ChessPiece Checks is movement is legal Updates position 	<ul style="list-style-type: none"> ChessPiece Portal
King	
<ul style="list-style-type: none"> Extends ChessPiece Checks is movement is legal Updates position Keeps track of check Checks if checkmate 	<ul style="list-style-type: none"> ChessPiece Portal
Portal	
<ul style="list-style-type: none"> Extends ChessPiece Checks if movement is legal 	<ul style="list-style-type: none"> ChessPiece Rook Bishop Knight Queen Pawn
ChessBoard	
<ul style="list-style-type: none"> Populates Chess pieces 	<ul style="list-style-type: none"> ChessPiece and subclasses

