

Woo (driver file)
<ul style="list-style-type: none"> <li>— String player1 //place for name</li> <li>— String player2 //place for name</li> <li>— int 1num //counter for player 1's stones</li> <li>— int 1cap //counter for player 1's capstone(s)</li> <li>— int 2num</li> <li>— int 2cap</li> </ul>
+ static void playerTurn()
+ static void gameStart() //generates board depending on player input, sets the counters, sets player names
+ static boolean road() //will be run in the while loop while game continues
+ boolean piecesLeft()
+ String printBoard()
+ String vertView(int x, int y)
Piece
~ int color // 0 is black, 1 is white, -1 is not defined yet ~ int x // column ~ int y // row ~ int stackPos // -1 is not on the board, 0 is bottom of stack, 1 is second from bottom, etc
+ void Piece() //sets everything to default
+ void Piece( int color, int x, int y)
+ void setPos( int x, int y)
+ void setStack() //setStack runs after every turn to reassign stack positions, uses the 2D array (x, y)
+ int getX()
+ int getY()
+ int getStack()
+ int getColor()
+ boolean isWall()
+ boolean isCap()
+ boolean isOpp()
+ boolean isEmpty()
+ void place()
+ void moveStack()

Capstone extends Piece
+ void breakWall()

Stone extends piece
+ boolean setWall()