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CMP_SC 4330

Class Player

      String name

      ArrayList<checkerPiece> CheckerPieces

      getCheckerPieces()

      getCheckerPiece(Location)

      removeCheckerPiece(Location)

Class checkerPiece

      Int boardLocation

      Color color

      Circle displayCircle

      Boolean isKinged

      ArrayList<int> possibleMoves

      generatePossibleMoves(boardLocation)

      setBoardLocation(){}

      getBoardLocation(){}

      getPossibleMoves(){}

Class gameManager

      Player player1

      Player player2

      Computer computer

      Enum turn {Player1 : Player2 : Computer}

      Boolean isTwoPlayer

      ArrayList<checkerPiece> darkPlayerChecks

      ArrayList<checkerPiece> lightPlayerChecks

      checkGameCondition(){win?, lose?, tie?} – Checks number of darkPlayerChecks and lightPlayerChecks

```
moveChecker(checkerPiece, boardLocation){}

removeChecker(){}

changePlayerTurn(){}

initializeGame(){}

getPlayerTurn(){}
```