CS351 Project 2 Design

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Main

Game

Player          Board          Mode
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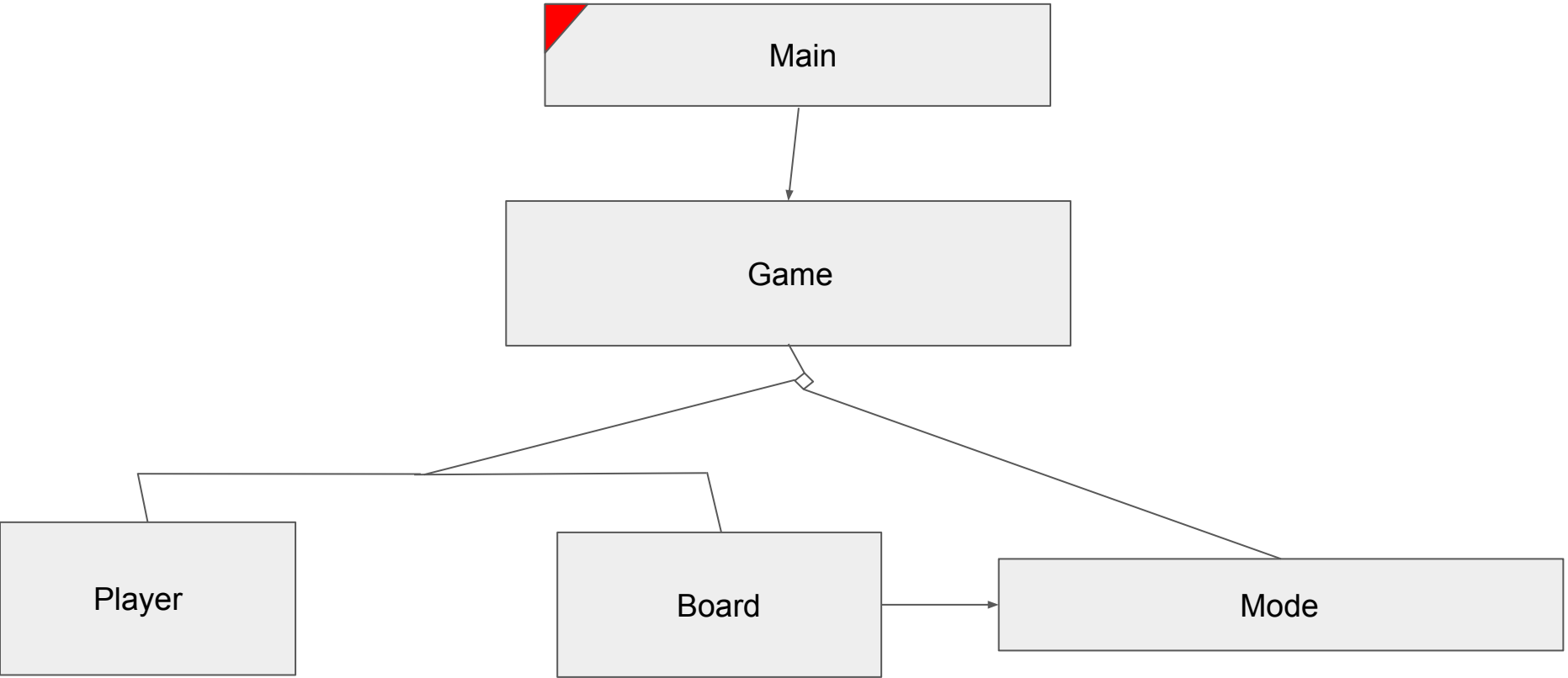
Object Description

- The Main class will start the javafx window with different modes. Clicking on one will start the mode.
- The Game class will be an concrete class where each mode is a different kind of game.
- Each mode extends the abstract class Mode and will have access to players which can be a user or computer player.
- Each mode and game will have a board that shows the pieces and possibly moves depending on the mode.
- A mode will implement a validation function and have access to players to check for valid moves and determine what players are needed.

Board Design
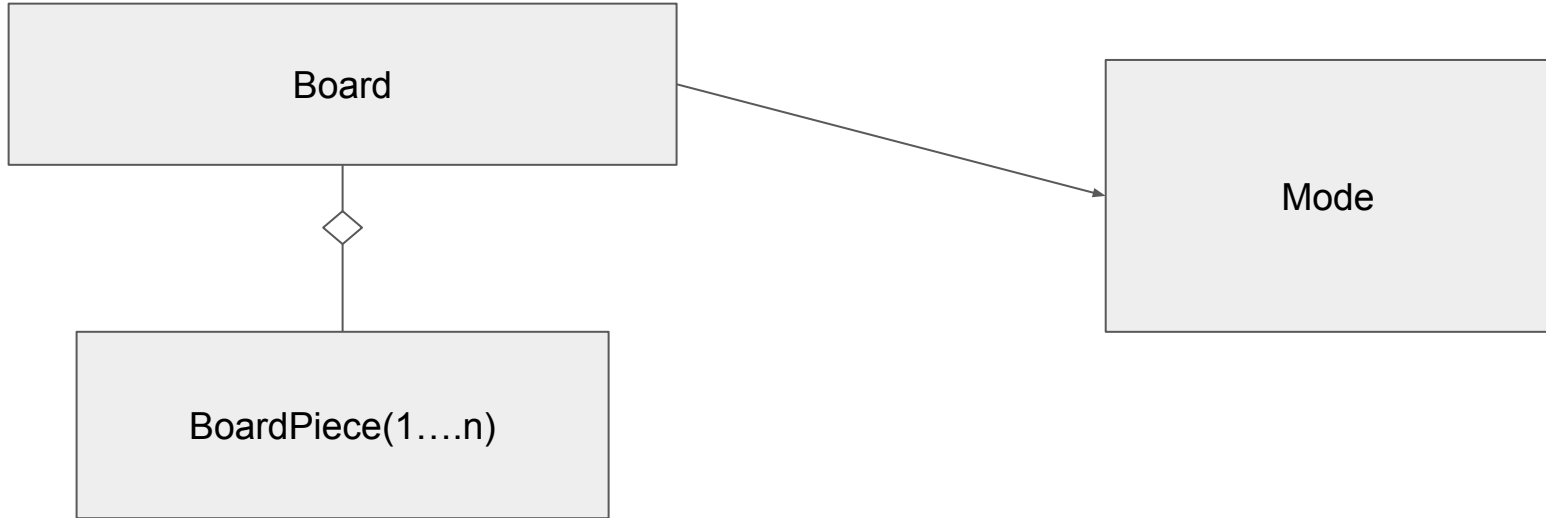
Board Description

- A board controls all things related to displaying and regulating the board such as controlling making moves and displaying the board.
- BoardPieces fill each part of the board and can only be seen by others as well as their color. But new pieces can only be created and moved by the board functions.
- The Board class will need access to a mode to determine what moves are valid.