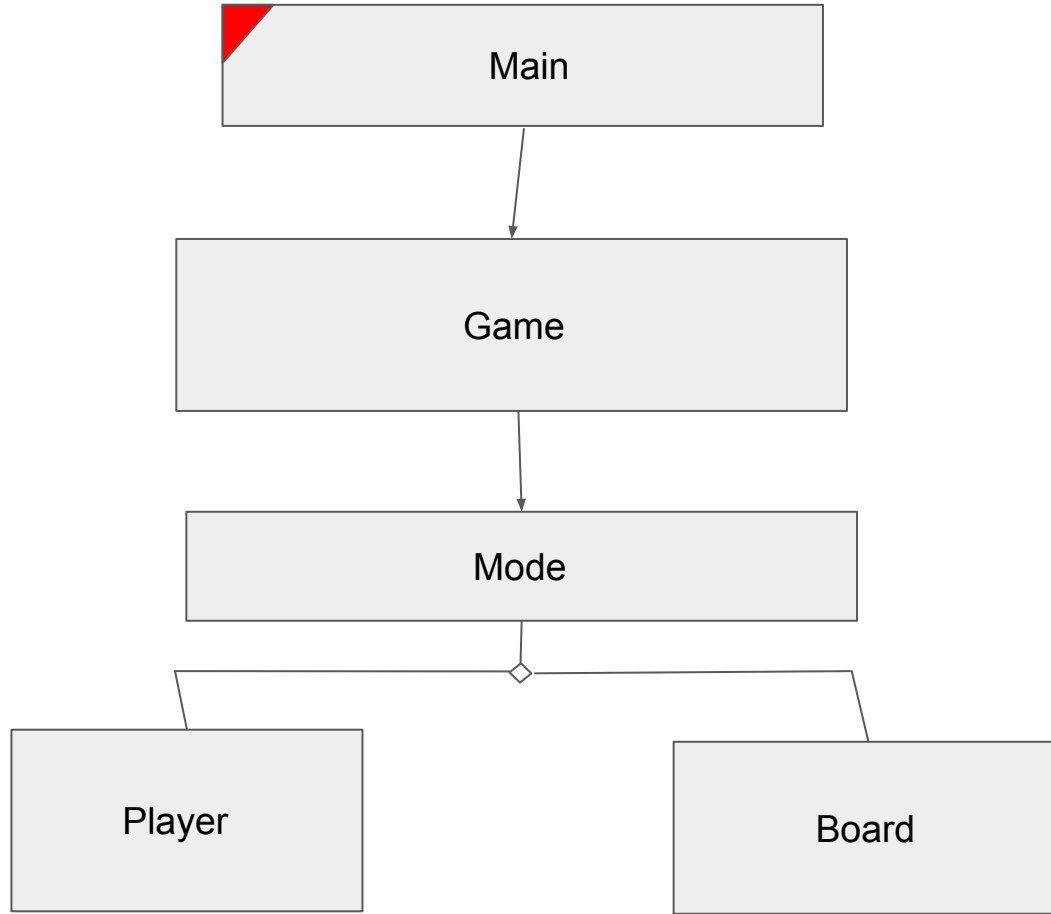


CS351 Project 2 Design



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 abstract class or interface where each mode is a different kind of game.
- Each mode will have a player which can be a user or computer player.
- Each mode will have a board that shows the pieces and possibly moves depending on the mode.