```
Board
    rows
  - cols
  - gameMap
  + Board()
  + Board()
  + ~Board()
  + resize()
  + getRows()
  + getCols()
  + getMap()
  createMap()
  resizeTop()
  resizeBottom()
  resizeLeft()
  resizeRight()
  setNewMap()

    deleteMap()

           -board
       Game

    gameStatus

    firstPlayer

 secondPlayer
 nextMove

    aiType

+ Game()
+ Game()
+ changeNextPlayer()
+ getGameStatus()
+ setGameStatus()
+ getAlType()
+ getFirstPlayer()
+ getSecondPlayer()
+ getNextMove()
+ getBoard()
+ ~Game()
+ newGame()
```