

## Classes:

GamePiece:
<ul style="list-style-type: none"><li>- x: int</li><li>- y: int</li><li>- fightMessage: String</li><li>- locationMessage: String</li><li>- name: String</li></ul>
<ul style="list-style-type: none"><li>+ writeMessage(String)</li><li>+ getName() : String</li><li>+ getPosX() : Integer</li><li>+ getPosY() : Integer</li><li>+ setPos(int x, int y)</li></ul>

GameBoard
<ul style="list-style-type: none"><li>- firstFight: boolean</li></ul>
<ul style="list-style-type: none"><li>+ move( String direction, GamePiece name)</li><li>- checkProx(): boolean</li><li>- startFight(): boolean</li><li>- checkBorder( GamePiece piece, String direction) : boolean</li></ul>

GameLaunch:
<ul style="list-style-type: none"><li>+ main()</li></ul>