Object-Oriented Chess UML

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game_board

+ printBoard()
+ checkCheckmate() : int
+ takeTurn(m : game_move*)

Game

- board : game_board*
- turn : game_move*
- playerturn : int
- playercolour : char

+game(board : game_board, turn : game_move)
#declareWinner()
#checkCheckmate() : int
#whoseTurn()
+startGame()