Project: chess game

Purpose: create a chess game including board, pieces, turns, etc.

Structure:

Class:

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| Main |
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| main() |

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| Game |
| Board board  Player redPlayer  Player bluePlayer |
| Game() |

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| Board |
| final int boardSize = 8  final Square[boardSize][ boardSize]  Player redPlayer  Player bluePlayer  MoveListener moveListener |
| Board(Player redPlayer, Player bulePlayer) |

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| Square |
| final int size  final Color color |
| Square(int pos) |

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| Player |
| Piece[16] allPiece |
| Player()  isAnyOccupied() |

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| Piece |
| int xPosition  int yPosition  Color team |
| Piece(int xPosition, int yPosition, Color team)  isOccupied() |

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| King extends Piece |
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| Queen extends Piece |
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| Rook extends Piece |
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| Bishop extends Piece |
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| Knight extends Piece |
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| Pawn extends Piece |
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| MoveListener |
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