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Assume a checker board is a 2D array and each of the space is allocated. If the board is 16 x 16, the max array element is (15,15)

Class: Board

Variable:

Bool isAking (determine whether if it’s a king)

Bool isEaten

Bool isWin

Method:

MoveToUpperleft(): location(-1,-1)

MoveToUpperright():(-1,+1)

MoveToLowerright(): (+1,-1)

MoveToLowerleft(): (+1,+1)

Move(): allows user to choosethe location

Evolve(): becomes a king and get ability to move lower left/right

WhereAt(): to see the current location if hits the destination

Eliminate(): change the value of isEaten

Class: User

Variable:

Struct Mode: PVP or PVE

Int Color

Int SodierNum: store the total number of piece

Time TimeLeft

Method:

Int ChooseMode():  
 Int ChooseColor():

Class: Game

Variable:

Int Mode(determine whether it’s a PVP or PVE

Int MaxPiece

Time Maxtime

Method:

Initialization(): initialize the checker board

Refresh(): update every move

Pause():

Store: store what you have now for next time open this app

Bool IsWin()

Int WhichWin(): find out who wins this game

Exit()