Diagram 1:

main

callback

Board, oldPosition, newPosition

bool sucess

Board, oldPosition

posibleMoves

Board, UI, posibleMoves

Move

getPossibleMoves

draw

Board, oldPosition

posibleMoves

getPossibleMoves

Somehow readFile is in this, but i don't understand how. ive never seen a main function set up like this. its doesn't make any since.

Diagram 2:

1.1

callback

Board, oldPosition, newPosition

1.2

move

Move

user

Board, oldPosition

1.4

draw

newBoard

1.3

getPossibleMoves

1.1

callback

Board, posibleMoves

bool sucess

1.2

move

posibleMoves

ogstream

int x
int y
- struct Rect
+ void drawKing(int position, bool black)
+ void drawQueen(int position, bool black)
+ void drawRook(int position, bool black)
+ void drawPawn(int position, bool black)
+ void drawBishop(int position, bool black)
+ void drawKnight(int position, bool black)
+ void setPosition(int x, int y)
+ void drawBoard()
+ void drawSelected(int position)
+ void drawHover(int position)
+ void drawPossible(int osition)
- void drawPiece(int x, int y, bool black, Rect rectangle[], int num)
- void drawText(int x, int y, const char* text)

I didn't make a class diagram for chess.cpp as its not a class diagram, but the assignment made it seem like I might have been supposed to.

Changes:
I've changed the draw function so that kings are drawn as queans.

video:
https://youtu.be/WfLGlkHDtX8