

ChessPiece

find valid moves		Square
know team		
know position		
know type of piece		

Square

know position		ChessPiece
know piece		Board

Board

know size		Square
know squares		Piece

GameManager

move pieces		Piece
reset board		Square
capture pieces		

GameView

show board		GameManager
show pieces		

Controller

move pieces in model		GameManager
move pieces in view		GameView

MainGame

run game as application		GameManager
know who's turn it is		GameView
change turns		Controller
quit game		

Server

Set up a server socket		Controller
Send and receive info		Client

Client

Set up a socket		Controller
Connect to server socket		Server
Send and receive info		