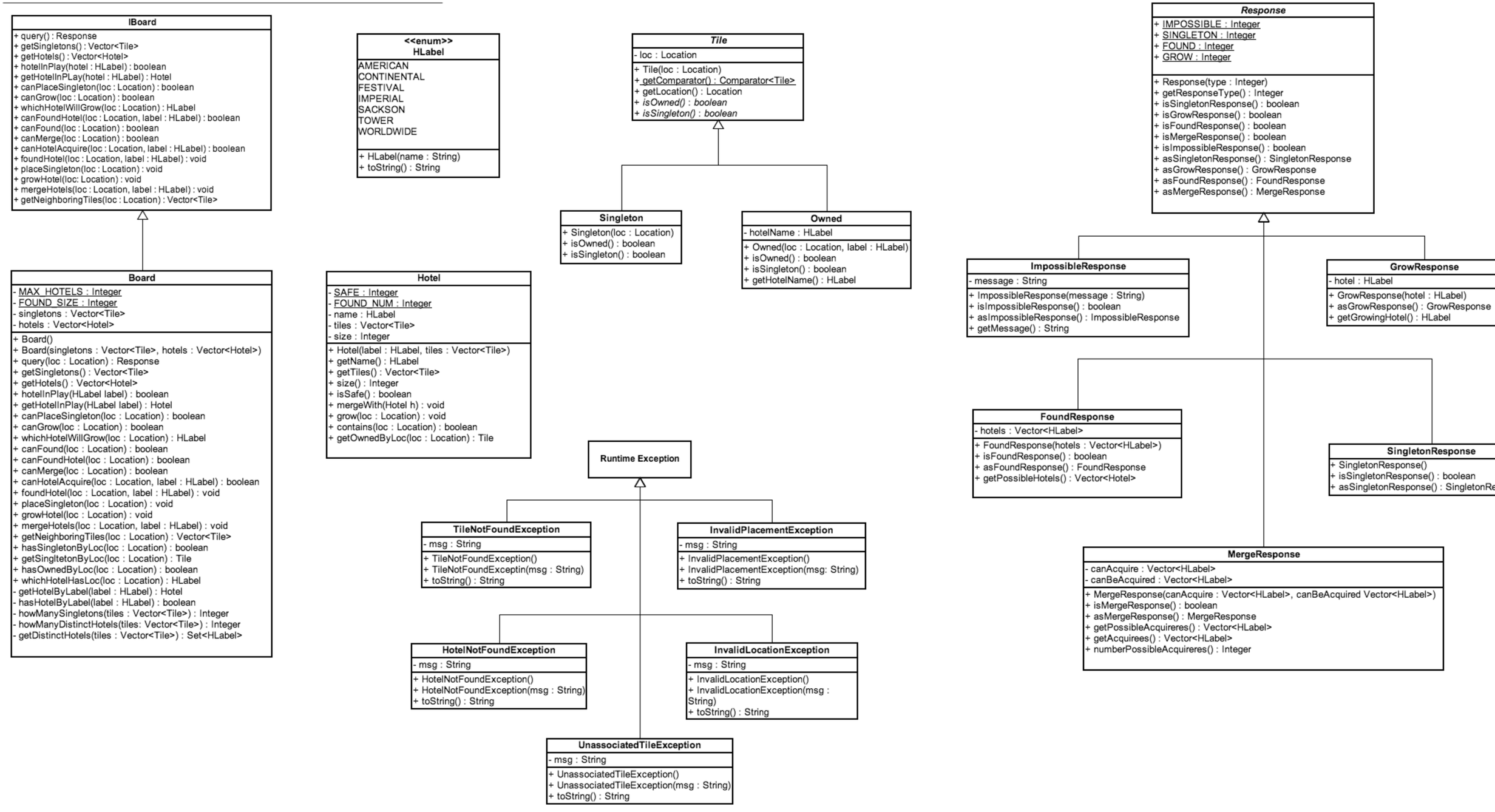
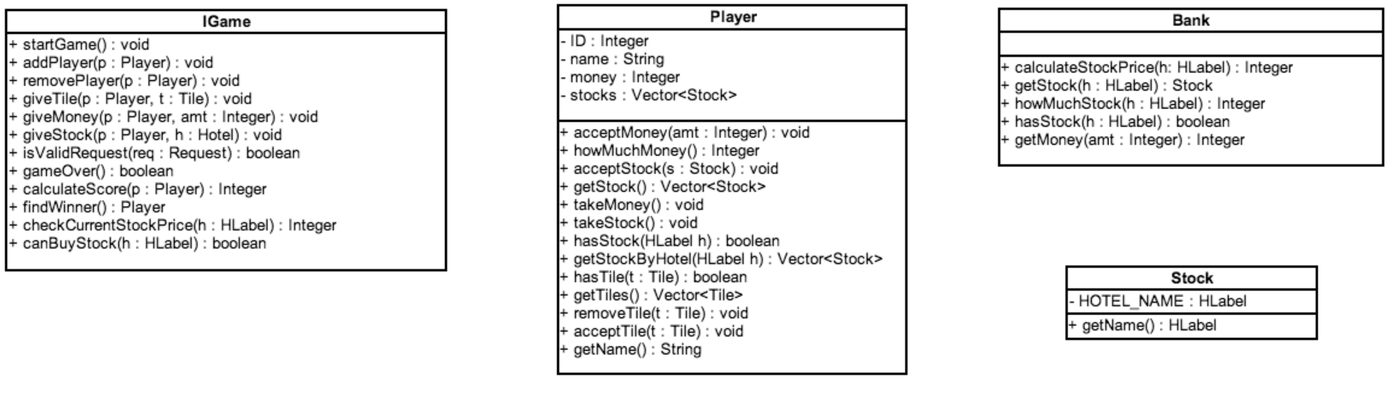
Class Diagram for Board Implementation



Class Diagram for Game States