Board

+ String[][] board

+ getBoard() – returns the board

+newBoard() – creates a new board with pieces in their default positions

+printBoard() – prints the board along with coordinates

+flipBoard() – prints the board from the perspective of opposite side

+setPieceLocation(String name, int destinationX, int destinationY) – sets a piece to a particular coordinate

+String getLocation(int x, int y) – returns the piece at a particular coordinate

+setBoard(int Oldx, int Oldy, int Newx, int Newy) – sets a particular piece to a specific destination

Player

+ String: color

      Boolean: checkMate

+   Pawn: P1

+   Pawn: P2

+   Pawn: P3

+   Pawn: P4

+   Pawn: P5

+   Pawn: P6

+   Pawn: P7

+   Pawn: P8

+   Knight: N1

+   Knight: N2

+   Bishop: B1

+ Bishop: B2

+ Rook: R1

+ Rook: R2

+ Queen: Q

+ King: K

+Boolean noPieceThere(int x, int y, Board z) – Check to see if target coordinates contains a chess piece

+boolean ownPieceThere(int x, int y, Board z) – Check to see if the target location is occupied by a piece of the player's color

+String kilPiece(int coordX, int coordY, Board b) – Removes the piece at given location

+pieceDeath(String p, int coordX, int coordY) – sets the removed piece's isAlive instance variable to false

+pieceRevive(String p, int coordX, int coordY) – If the move made was illegitimate, this sets the piece's isAlive instance variable back to true

+String canMove(String piece, int coordX, int coordY, Board b) – returns a list of all the pieces of the inputted type that can move to inputted location

+move(String piece, int coordX, int coordY, Board B) – Sets the board and moves the piece

+boolean dangerCheck(String colour, int x, int y) – Returns true if the king is in check

+Boolean isCheck(King Henry) – Simpler, shorter call to see if a king is in check

+Boolean checkmate(King Louis) – checks if the king is checkmated – it cannot move out of check, it is in check, and no piece can block the check.

Squishies

+Boolean isAlive

+int xCoord

+int yCoord

+String color

+String pieceType

+Boolean canMove(int startX, int startY, int destinationX, int destinationY) – checks to see if the piece can move to destination

+Boolean canEat(Squishies food, Squishies eater) – returns true if eater can capture food.