

CRC CARDS

Space	
Responsibilities Determines if a piece can move to each space (square); aka if a space is playable based on several factors	Collaborators Model Piece

RedPiece	
Responsibilities Extends Piece Creates pieces that can move diagonally upwards across the board	Collaborators Piece Model

BlackPiece	
Responsibilities Extends Piece Creates pieces that can move diagonally downwards across the board	Collaborators Piece Model

KingPiece	
Responsibilities Extends Piece Creates pieces that have made it to the other side of the board These pieces can move diagonally both directions	Collaborators Piece Model

Piece	
Responsibilities Parent Piece class Creates a general piece Has location of the piece	Collaborators CheckersPiece KingPiece Model Space

CheckersController	
Responsibilities Event handlers for pieces and buttons Conditions for pieces (Do they take an enemy piece?) Conditions for movement (Where can a piece move depending on its type?)	Collaborators Model Piece

CheckersFXMLMain	
Responsibilities Loads the checkers model to play the game	Collaborators Checkersfxml Model

checkersfxml.fxml	
Responsibilities Visually creates the game	Collaborators CheckersFXMLMain Model