

Files		Attributes	Methods
MODEL	Adds red and black pieces to arrays that contain pieces of each class (circles), and adding spaces to the array that contains spaces (rectangles)	ArrayList<RedPiece> redPieces ArrayList<BlackPiece> blackPieces ArrayList<Space> spaces	getRedPieces() getBlackPieces() getSpaces() getBlackPiece(int i) getRedPiece(int i)
CONTROLLER	Contains the functionality of the game. Initializes the board and each of the elements (Circles, rectangles) on the board	Circles Rectangles CheckersModel theModel ArrayList<Circle> redCircles ArrayList<Circle> blackCircles ArrayList<Rectangle> squares URL location	initialize() setModel(CheckersModel theModel) initHandlers() getPossibleLocations(Piece piece)
Piece	The parent piece class. Each piece is a circle on the board. RedPiece and BlackPiece are inherited from this class. Pieces have x and y locations and can move to different spaces.	int xLocation int yLocation	updateLocation() getXPos() getYPos() move(int x, int y)
King Piece	KingPiece is able to move back and forth diagonally once it reaches the opposite end of the board. It is initialized with a color and the red/black piece that was the original piece becomes a KingPiece.	int xLocation int yLocation	getPiece() setPiece() move(int x, int y)
Black Piece	Black pieces are inherited from parent piece class. They can move upwards diagonally across the board (until KingPieces) and can only move when it is Black's turn.	int xLocation int yLocation	getPiece() setPiece() move(int x, int y)
Red Piece	Red pieces are inherited from parent piece class. They can downwards upwards diagonally across the board (until KingPieces) and can only move when it is Red's turn.	int xLocation int yLocation	getPiece() setPiece() move(int x, int y)
Space	Spaces on the board are represented by rectangles on the board. Spaces have elements that either allow or do not allow pieces to move onto them.	boolean hasPiece boolean playable Rectangle space int xLocation int yLocation	setHasPiece(boolean hasPiece) getHasPiece() setSpace(Rectangle space) getSpace()
fxml file	Provides the visual elements of the game.	CheckersModel theModel CheckersController theController	start(Stage primaryStage)
Test Classes	Tests for the classes above to make sure they function as expected. We have test cases for the BlackPiece, RedPiece, KingPiece, Piece, and Space classes.		