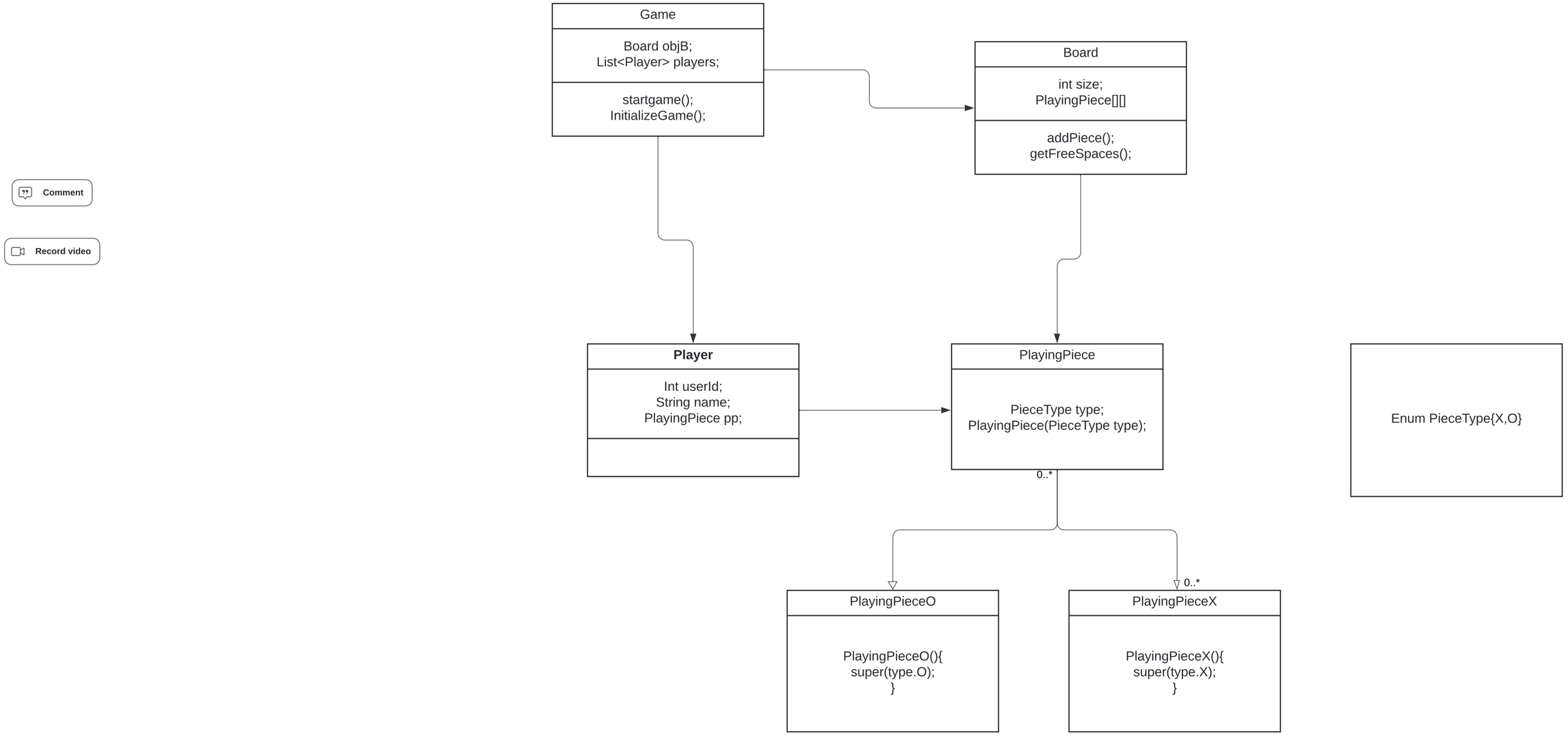
Comment
Record video
Game
Board objB;
List<Player> players;
startgame();
InitializeGame();
Board
int size;
PlayingPiece[][]
addPiece();
getFreeSpaces();
Player
Int userId;
String name;
PlayingPiece pp;
PlayingPiece
PieceType type;
PlayingPiece(PieceType type);
Enum PieceType{X,O}
0..*
0..*
PlayingPieceO
PlayingPieceO(){
super(type.O);
}
PlayingPieceX
PlayingPieceX(){
super(type.X);
}