**2ME3 Checkers**

**States**

Menu

Set Up

Playing

**Class Encapsulation Structure**

Program -> Game1 -> Board -> Piece

**Board Module**

Secret: This module encapsulates the Piece module.

Responsibilities: The board module tracks where all the pieces are located. It contains methods to check where pieces are and to add pieces to the board.

**Piece Module**

Responsibilities: The piece module contains all the data contained within individual pieces, such as the type, and player it belongs to.