Class	
Purpose	Collaborator

Game	
initialize	Board
i/o	I/O Formatter
track active player	TurnHandler
end game	
reset board	Board

Board	
store piece's pos	Piece
return piece pos	
move piece	
track piece count	

Piece	
track color	
store profession	
change profession	

I/O Formatter	
format input	
format output	Board

TurnHandler	
care about sequence	TurnValidator
	Board
	Piece

TurnValidator	
validate move: sm, sjm, mjm	Board
	(Piece)

Player	
track piece cnt	

Pawn	

P1?	

main	
initialize start?	

King	

P2?	