Class	
Purpose	Collaborator

Main	
start Game	Game

Board	
track piece's pos	Piece
track piece amount	
place pieces	Piece
move pieces	Turn
remove pieces	Piece

Piece	
track color	Player
track role	

BoardLoader	
load boards	Board, Piece
save boards	Board, Piece

Game	
initialize Board	Board
i/o	I/O Formatter
track active player	Player
initialize UI	UI
start GameLoop	Turn, TurnHandler
win	Player, UI
reset Game	Board, UI

UI	
initialize UI	Piece, Board, Player, Game, Turn
update Pieces	Piece, Board, Player, Game, Turn
draw Board	Turn
draw Buttons	Game, Board, BoardLoader

TurnHandler	
execute Turn	Turn, Board
check for win	Turn, Player
check if transform is needed	Turn, Player
check if jump is required	Turn, Board, TurnValidtor
check if enemy is stuck	Player, Board, TurnValidator

TurnValidator	
validate move	Board, Piece, Player
check if jump is possible	Player, Board
check if move is possible	Board

Turn	
Tilepositions: from & to	
active Player	Player

I/O Formatter	
format input	
format output	Board