Draughts

ASSIGNMENT 2

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COSC1254 Programming Using C++

# Class Diagram

# Design Justification

## player

The player class was created to store player specific details while allowing to have multiple player objects.

## board

The brains of the game. This is where most of the move checking takes place, telling whether the player has put in a valid move or what pieces must be taken.

## piece (normal, king, empty)

An abstract piece class that inherits three from diverse types of pieces: normal, king and empty.

## util

A header file that defines utility-like global variables to be used throughout the program.