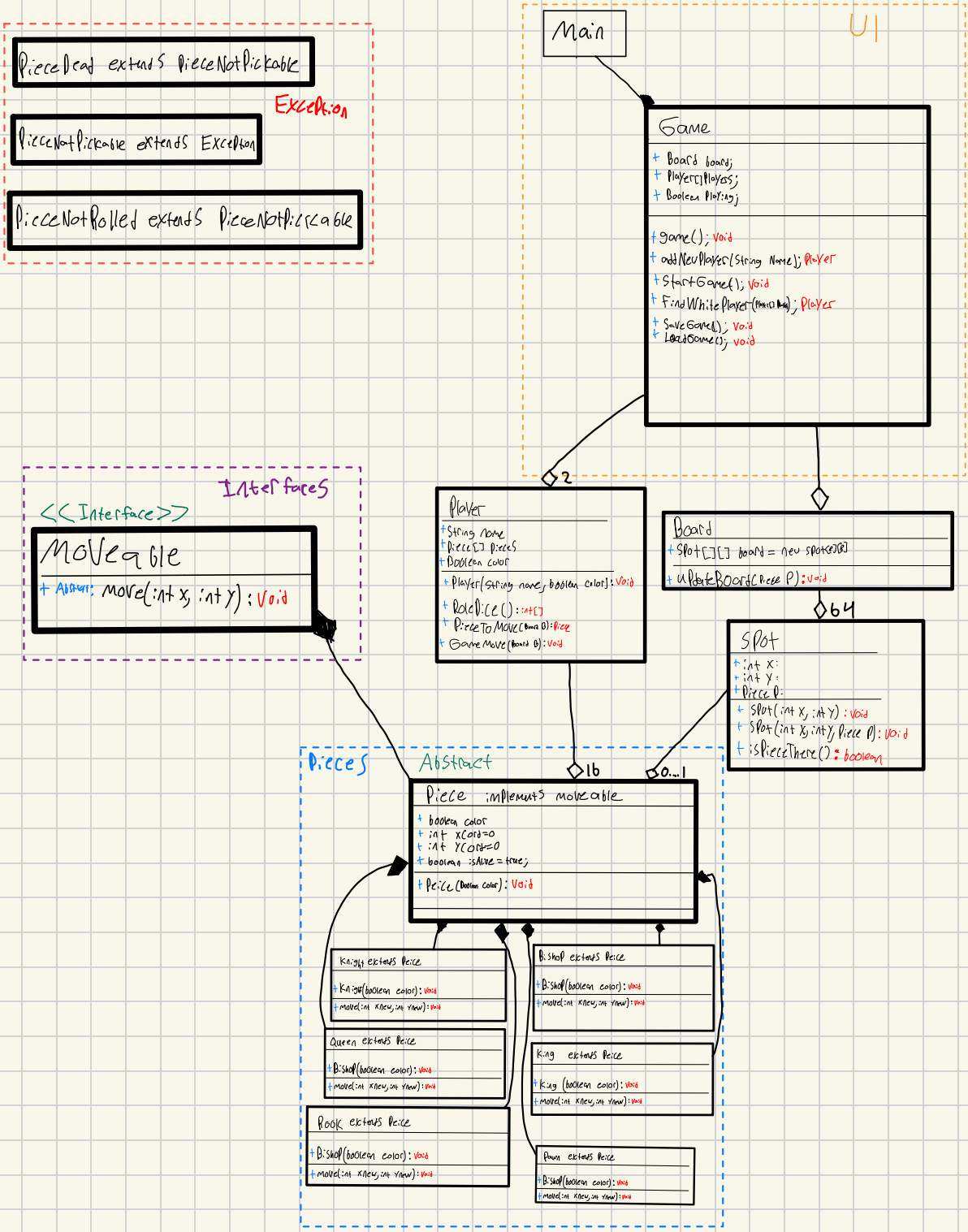
Exception
PieceDead extends PieceNotPickable
PieceNotPickable extends Exception
PieceNotRolled extends PieceNotPickable
UI
Main
Game
+ Board board;
+ Player[] Players;
+ Boolean Playing;
+ game(): Void
+ addNewPlayer(String Name): Player
+ startGame(): Void
+ FindWhitePlayer(Player[] Players): Player
+ SaveGame(): Void
+ LoadGame(): void
2
Interfaces
<<Interface>>
Moveable
+ Abstract: move(int x, int y): Void
Player
+String name
+Piece[] pieces
+Boolean color
+ Player(String name, boolean color): Void
+ Roll(): int[]
+ PieceToMove(Board B): Piece
+ GameMove(Board B): Void
Board
+ Spot[][] board = new Spot[8][8]
+ updateBoard(Piece P): void
64
Spot
+ int x:
+ int y:
+ Piece p:
+ Spot(int x, int Y): Void
+ Spot(int x, int y, Piece P): Void
+ isPieceThere(): boolean
Pieces
Abstract
16
0...1
Piece implements moveable
+ boolean color
+ int xCord=0
+ int yCord=0
+ boolean isAlive = true;
+ Peice(Boolean color): Void
Knight extends Peice
+ Knight(boolean color): Void
+ move(int xNew, int yNew): void
Bishop extends Peice
+ Bishop(boolean color): Void
+ move(int xNew, int yNew): void
Queen extends Peice
+ Bishop(boolean color): Void
+ move(int xNew, int yNew): void
King extends Peice
+ King (boolean color): Void
+ move(int xNew, int yNew): void
Rook extends Peice
+ Bishop(boolean color): Void
+ move(int xNew, int yNew): void
Pawn extends Peice
+ Bishop(boolean color): Void
+ move(int xNew, int yNew): void