ColorSet

WHITE: Enum
BLACK: Enum

Board

LETTERS: String[ ]
NUMBERS: String[ ]

Board()
getBoard()
resetBoard()
printBoard()
swap(row1, column1, row2, (
swap(l1, l2)
getSpot(l1)

Location

row: int
column: int
piece: Piece

Location(row, column)
getPiece()
setPiece(piece)
setLocation(row, column)
getRow()
setRow(row)
getColumn()
setColumn(column)

1..2

Player

Player(color)

1..8

Piece

color: ColorSet
location: Location
status: boolean

kill (location)
checkIfSpotOpen (location)
isStatus ()
setStatus (status)

1..*

Extends

Extends

Extends

Extends

Extends

Extends

King

move()

Queen

move()

Bishop

move()

Knight

move()

Rook

move()

Pawn

move()