

Board Class	
Intialize Piece on Board Manage Piece Status Manage Piece Position Manage Game State (player information, turn info, time info..) Store Piece Positions	Piece Move Persistence

Player Class	
Maintain Player Attributes	Game

Rules Class	
Encapsulate kinds of movement Identify type of movement Validate Move Generate List of Moves	Movement Game

Game Class	
Create Board Create Players Turn Management Manage Game Outcome Rules Compliance Manage Game State	Rules Board Player Timing Outcome Move

Piece Class	
Store Piece Location Store Piece Type Store Piece Properties Store Plece Color Store Piece Status Generate list of possible moves	Board

Outcome Class	
Receive Valid Moves Basic move evaluation Special move evaluation Special Rule evaluation Check evaluation Checkmate evaluation Store outcome of -game Notify Outcome of evaluation	Game Move

Move Class	
Store From & To info of a movement Store info of piece involved in movement Store info of player asscoiated with the move	Command Game Rules Movement

Command Class	
Process inputs from UI and Console Create an object with necessary move info Send update info to UI/Console	Game UI Console

Movement Class	
Check If Legal Update Move Object with validity	Rules Move

Console Class	
Read input from terminal Output messages	Command Move

UI Class	
Create Screens Handle mouse clicks Update screen Send Selected Piece Info Send Grid Info	Command

Persistence Class	
Save Moves Save Game snapshot to filesystem Load Game snapshot from filesystem	Board Class