Class GameManager

// Managing ( Control ) Player and game board.

// Doing game.

MemberVariable

Player m\_a, m\_b

GameBoard board

Method

void GameStart();

Player WhosTurn();

Player WhosWin();

boolean IsFinished();

Location SetPlayerDicision();

void PrintBoard()

Class Player

// Make Dicision when my turn is come.

// Move Cursor and play game.

Class BlackPlayer:Player

Class WhitePlayer:Player

MemberVariable

Method

Location MakeDecision();

Location MoveCursor();

Class GameBoard

MemberVariable

Location cursor

Vector<Location> actionHistory

int width, height

Square board[width][height] // EmptySquare 로 초기화.

// 둘 때 마다 Empty를 Black, White로 바꿈.

Method

Location MoveCursor();

boolean WhosWin();

Class Square

// Take part of board.

MemberVariable

Method

void PrintBoard();

int GetSquareType();

Class BlackStone:Square

Class WhiteStone:Square

Class EmptySquare:Square

Class BlockedSquare:Square

MemberVariable

Method