client	microServer	MakeMoveSessi

makeMove(piece, move) →

makeMove(piece, move) →

mak

Sequence Diagram: Make Move

: Player   **: Game**   **: Piece**   **: Board**

keMove(piece, move)

makeMove(piece, move)

getBoard()

board

isValid(move, board)

isValid

Opt   isValid == false

Invalid Move Error

causesCheck(move, board)

inCheck(board)

inCheck

causesCheck

Opt   causesCheck == true

sendCheckNotification(player)

<<create>>

recieveNotificatio

move(move, board)

getColor()

color

move.getColor()

moveLocationColor

Opt   moveLocationColor != color

take()

: King

: Notification

: User

on()

Opt

take()

isCheckMate()

Opt

isCheckMate() == true

endGame(player)

sendCheckMateNotification(player)

<<create>>

recieveNotification()