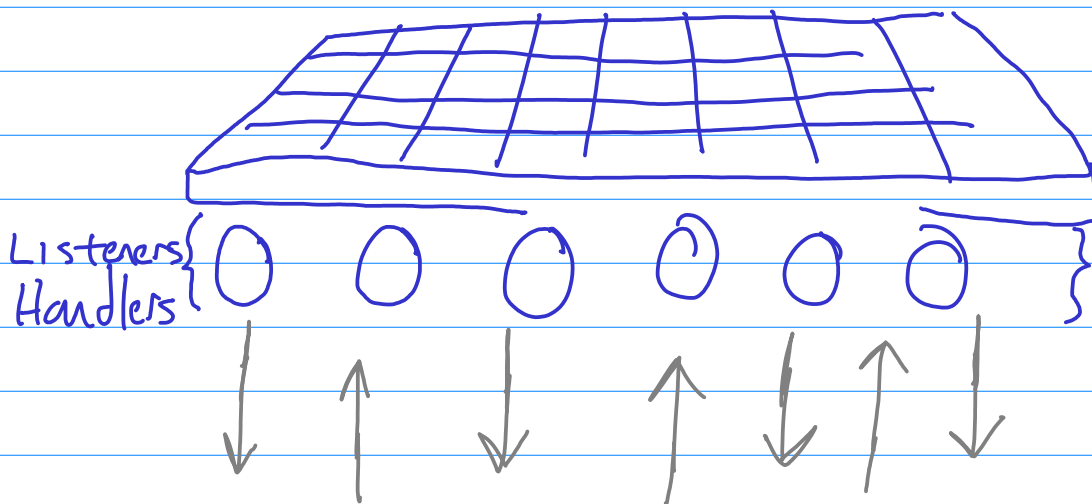


# Laboon Chess

High Level Architecture Model

(Jeff W)

VIEW  
LAYER



S  
W  
I  
N  
G

LOGIC  
LAYER

Actions triggered by GUI or Engine

J  
A  
V  
A

N E T W O R I K

ENGINE  
LAYER

Tracks game State  
Tracks Check/Score/Legal Moves  
Handles PGN, UCI, save/load IO, etc.

J  
A  
V  
A

Stockfish

C/C++