Game.Rules

+ isWinner()
+ moveIsCorrect()
+ setAvailableFields()

Game.TrylmaRules

- availableFields
- playersCount

+ TrylmaRules()
+ isStartingFieldInTargetTriangle()
+ isWinner()
+ moveIsCorrect()
+ setAvailableFields()
+ tryToJump()
+ findNeighbors()
+ getAvailableFields()
+ resetAvailableFields()