

Board

- board
- winner
- currentPlayer
- madeMoves

- + Board()
- + move()
- + save()
- + getField()
- + recreate()
- + getPlayer()
- + getTotalMoves()
- + getWinner()
- + isGameEnded()
- linearise()
- delinearise()
- findHorizontal()
- findVertical()
- findDiagonal()