

Queen	Rook	King
PieceType getPieceType() override; std::vector <std::vector<int>> fetchAllMoves()</std::vector<int>	PieceType getPieceType() override; std::vector <std::vector<int>> fetchAllMoves()</std::vector<int>	PieceType getPieceType() override; std::vector <std::vector<int>> fetchAllMoves()</std::vector<int>
Knight	Pawn	Bishop
PieceType getPieceType() override; std::vector <std::vector<int>> fetchAllMoves()</std::vector<int>	+ PieceType getPieceType() override; + std::vector <std::vector<int>> fetchAllMoves() override; + void setEnPassant(bool b); + bool getEnPassant();</std::vector<int>	PieceType getPieceType() override; std::vector <std::vector<int>> fetchAllMoves()</std::vector<int>