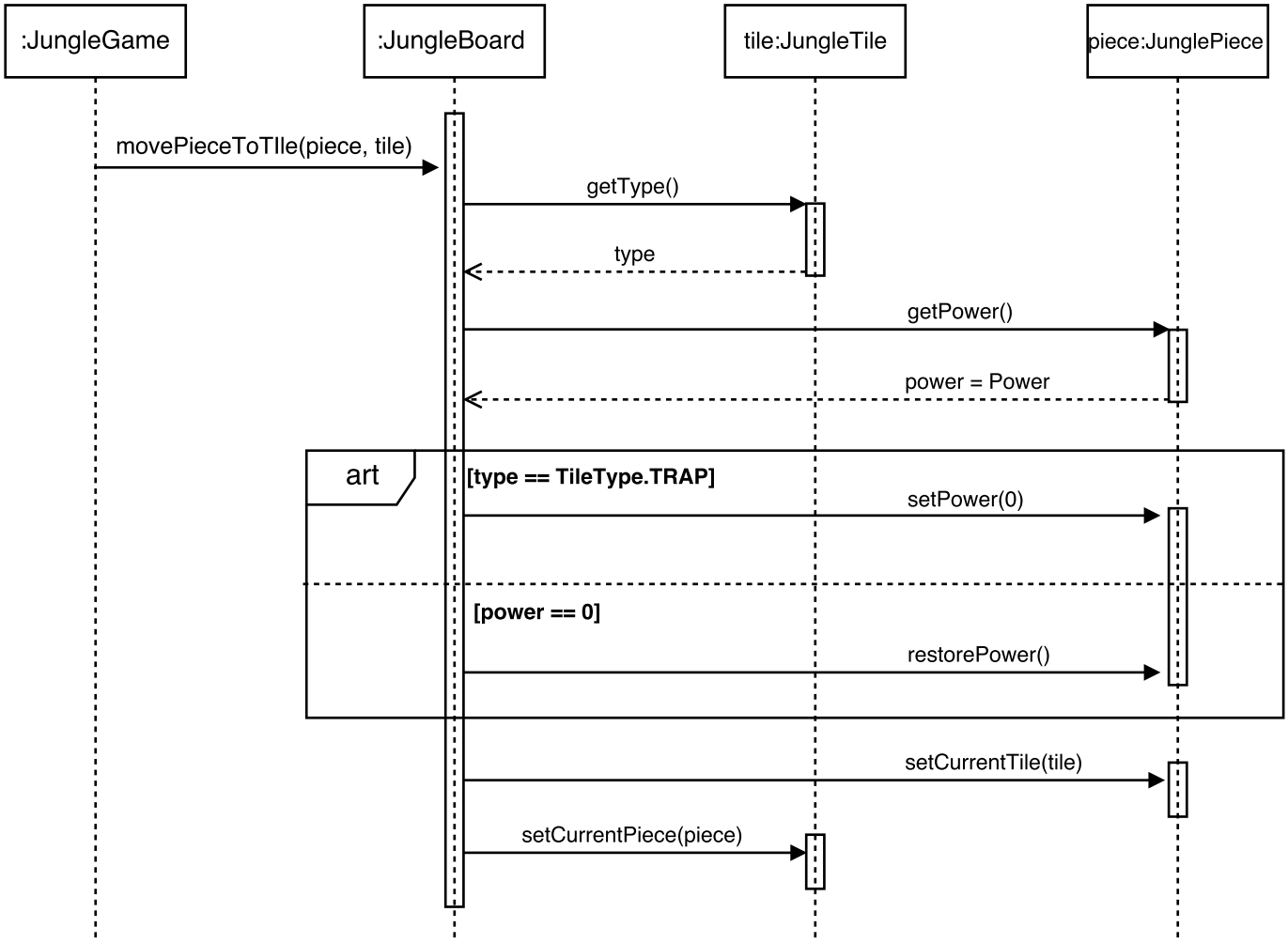
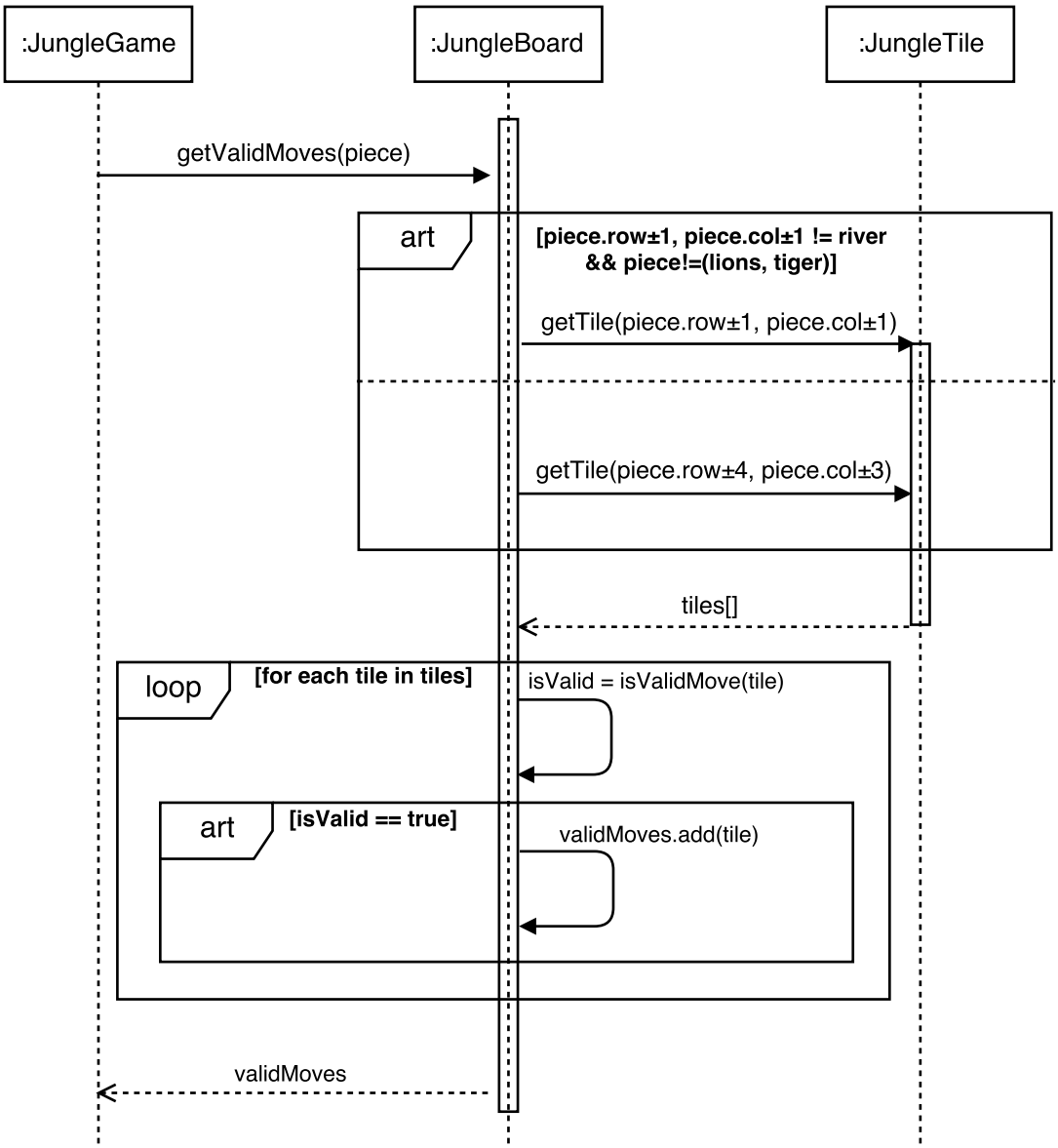
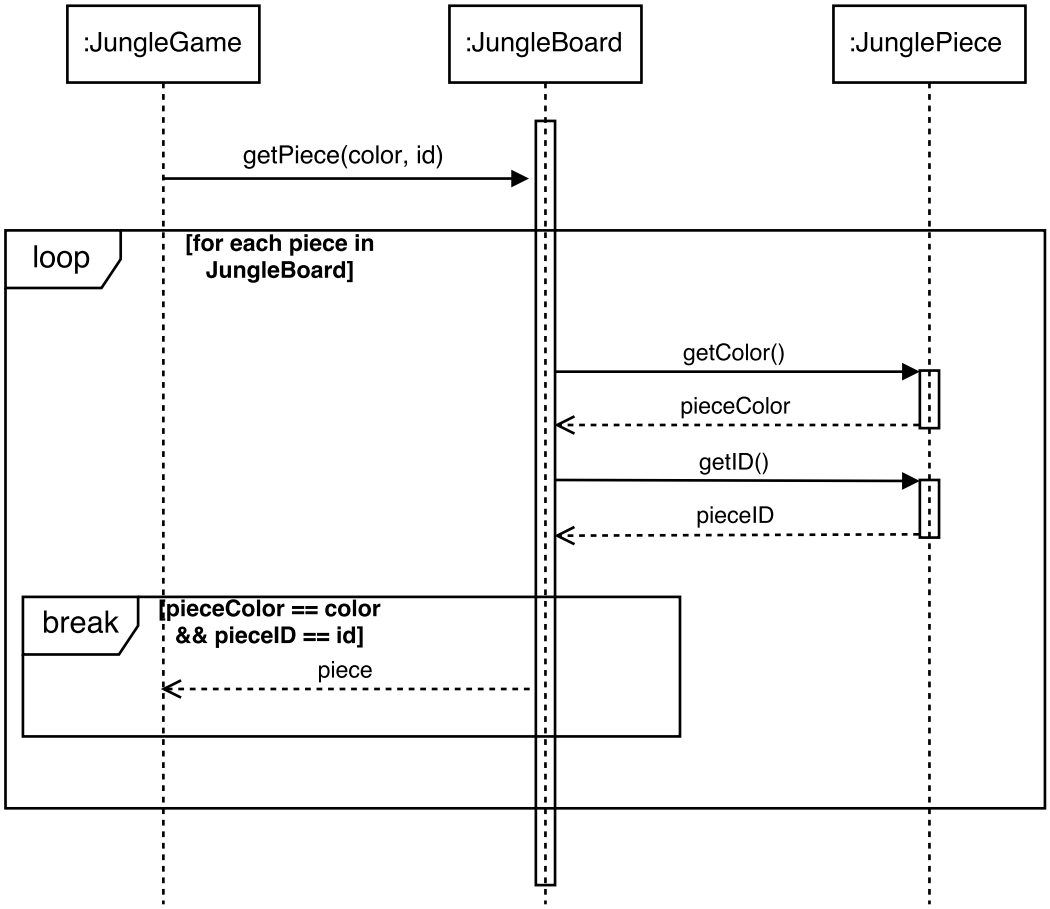
movePieceToTile



getValidMoves



getPiece


:JungleGame
:JungleBoard
:JunglePiece
getPiece(color, id)
loop
[for each piece in JungleBoard]
getColor()
pieceColor
getID()
pieceID
break
[pieceColor == color && pieceID == id]
piece