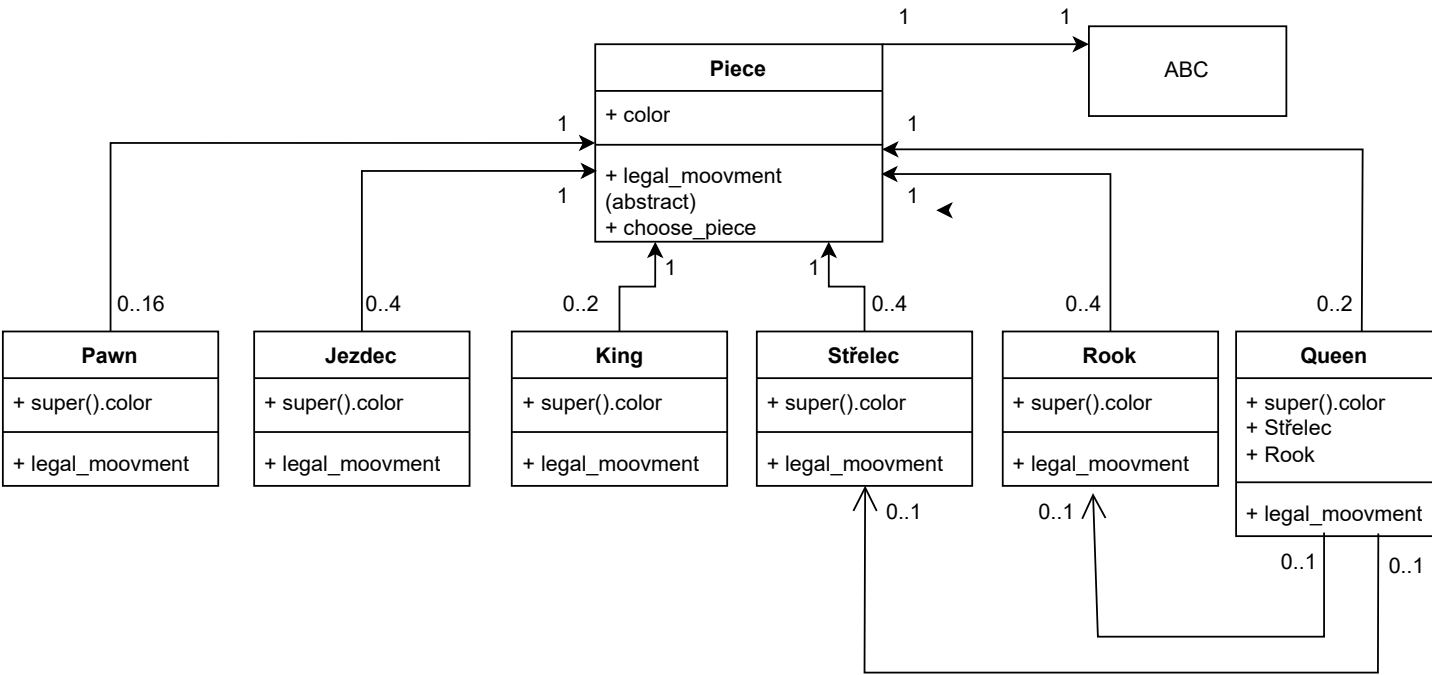


# Wizard's Chess Game - Class Diagram



Menu
+ menu_rect
+ draw_menu

Gamestate
+ black_check + white_check + whiteToMove + obsazena_pozice_white + obsazena_pozice_black + possible_moves_white + possible_moves_black + possible_moves_white_king_check + possible_moves_black_king_check + position_black_king + position_white_king + attack_to_bk + attack_to_wk + safe_B + safe_W + moveLog + error_message + error_message_time + white_time + black_time + last time
+ draw_error_message + save_move_log + update_occupied_positions + undo_last_move + check + get_path_to_king + check_mate

LoadGame
+ GameState() + screen + loadgame_rect + buttons
+ load_log + draw_menu