```
AbstractBoard< CellT.
   PlaverT. PawnT > *
             +board
game::AbstractGame
< CellT, PlayerT, PawnT >
+ AbstractGame()
+ AbstractGame()
+ ~AbstractGame()
+ isFinished()
+ play()
+ revertPlay()
+ getPlayerToPlay()
+ checkStatus()
+ getAvailableMoves()
+ clone()
```