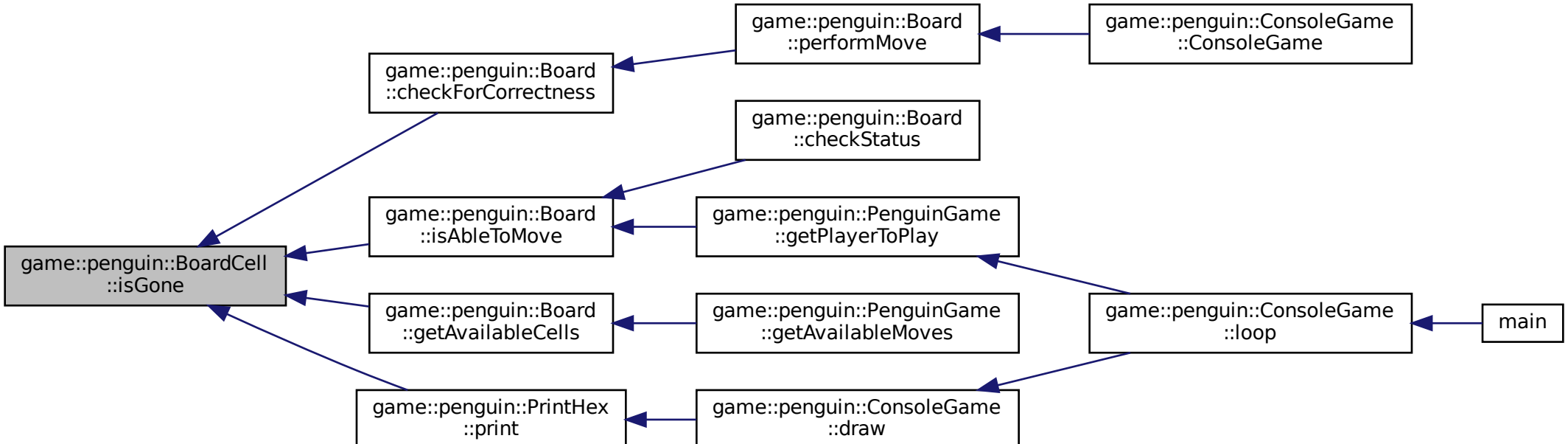
game::penguin::BoardCell
::isGone
game::penguin::Board
::checkForCorrectness
game::penguin::Board
::isAbleToMove
game::penguin::Board
::getAvailableCells
game::penguin::PrintHex
::print
game::penguin::Board
::performMove
game::penguin::Board
::checkStatus
game::penguin::PenguinGame
::getPlayerToPlay
game::penguin::PenguinGame
::getAvailableMoves
game::penguin::ConsoleGame
::draw
game::penguin::ConsoleGame
::ConsoleGame
game::penguin::ConsoleGame
::loop
main