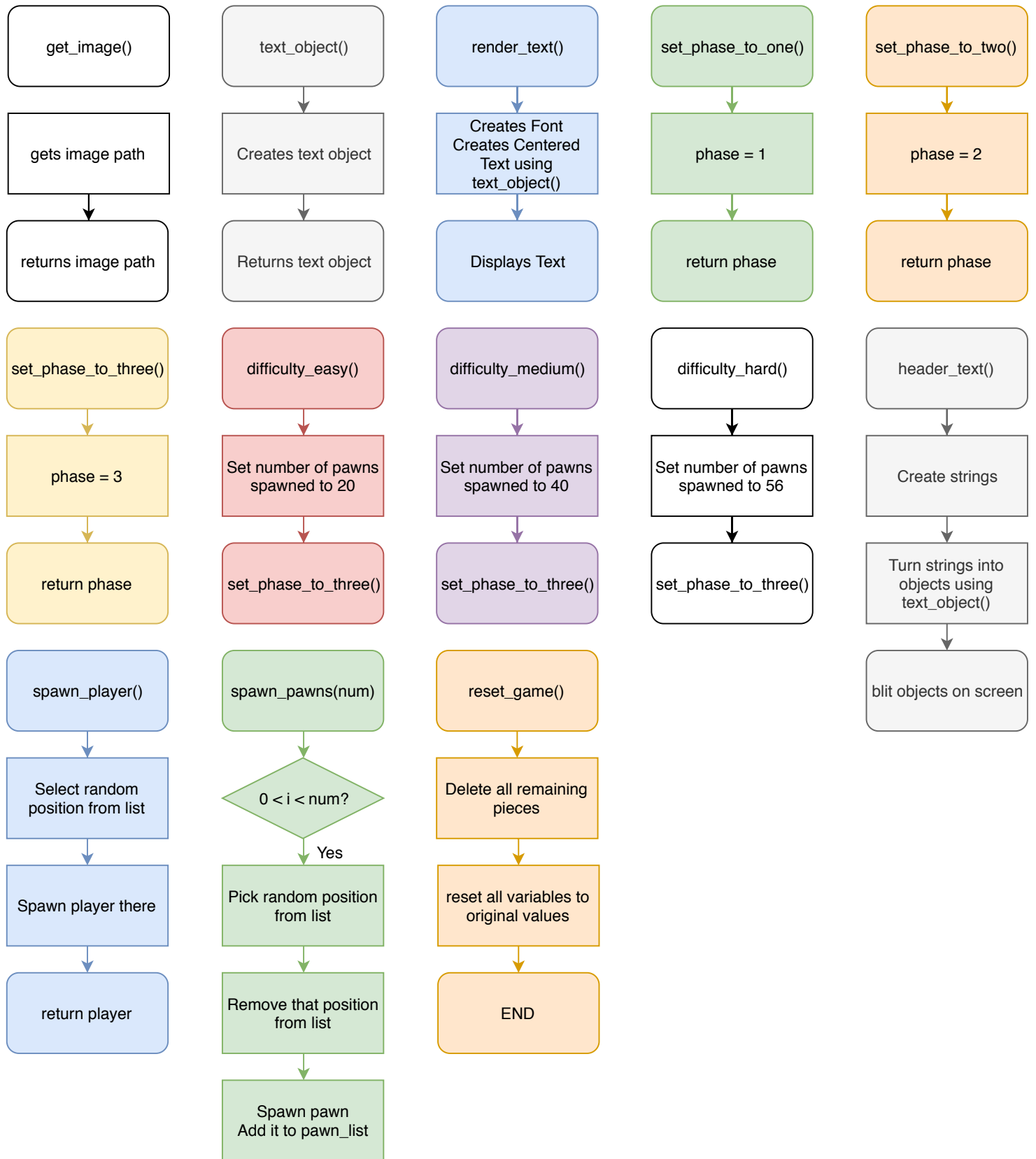
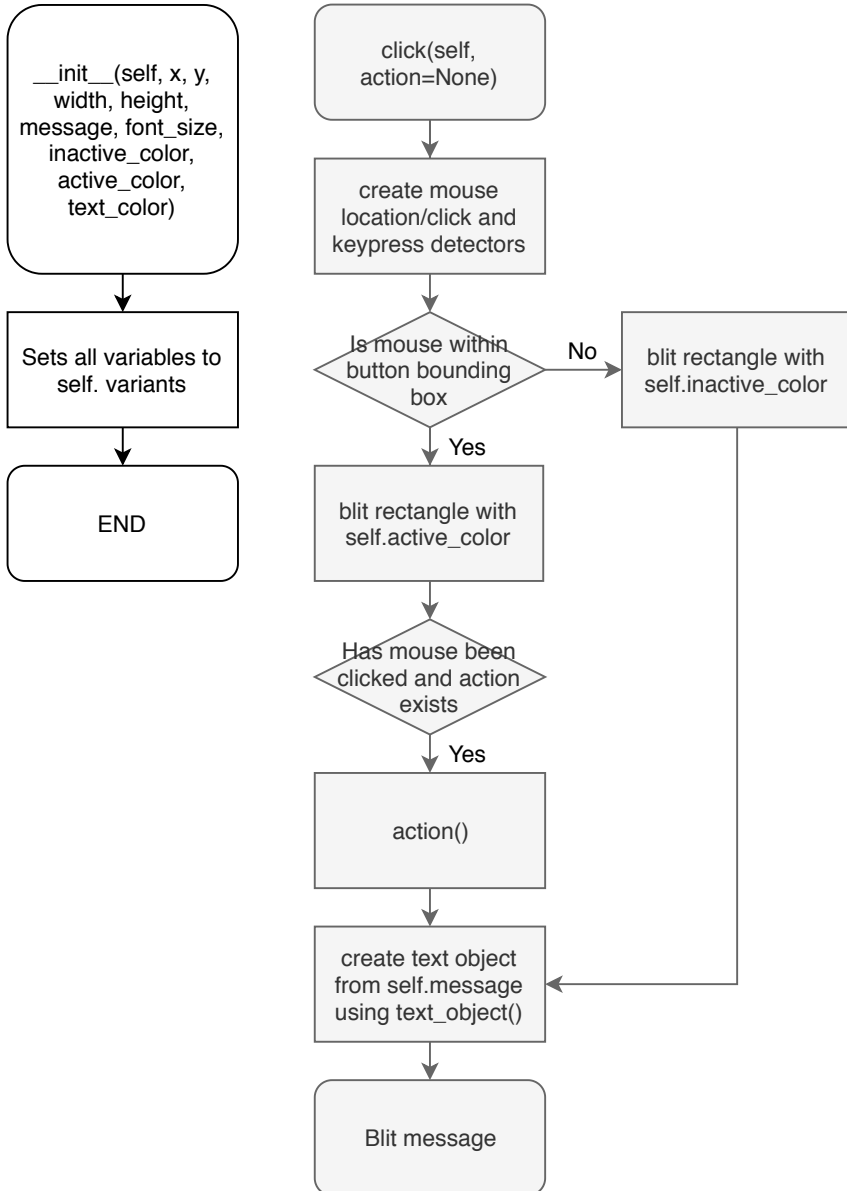


FUNCTIONS.PY

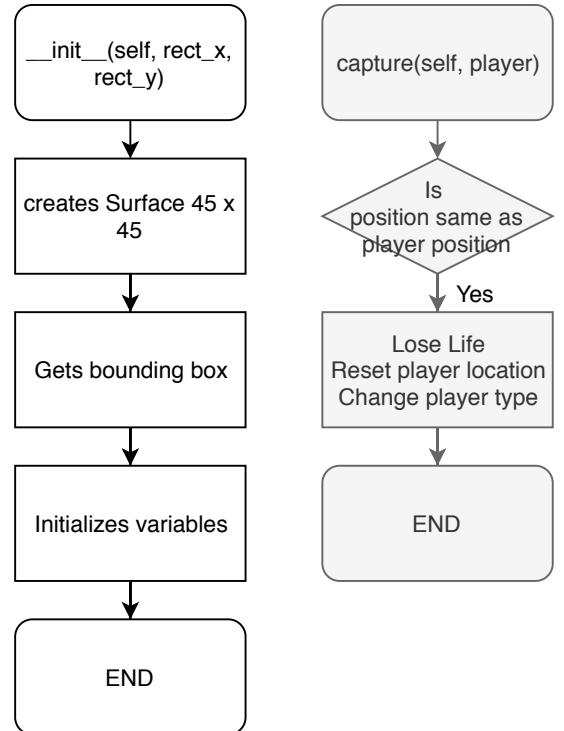


# CLASSES.PY

## BUTTON



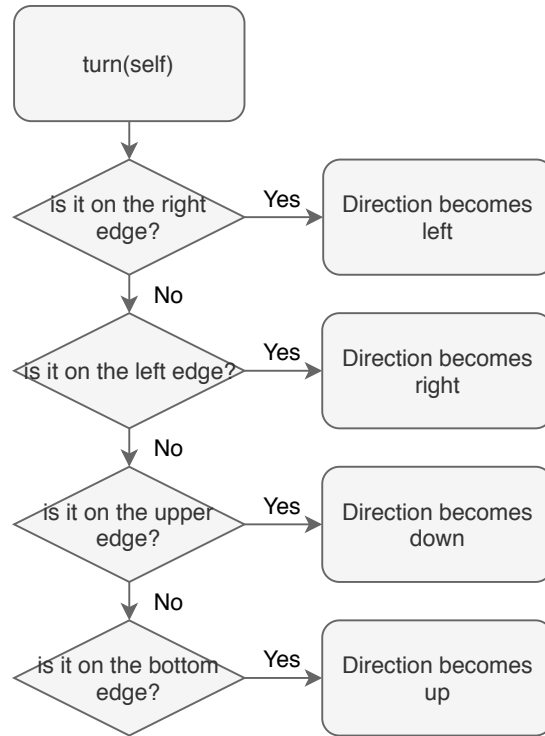
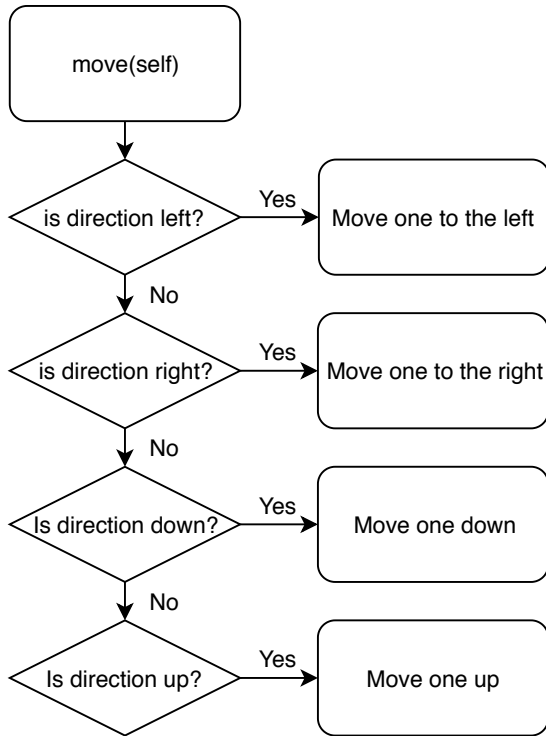
## PIECE



## PLAYER



ENEMYPAWN



ENEMYPAWN

