

| Direction (enum with fields) |
|---|
| - deltaX, deltaY : final int |
| NORTH, EAST, SOUTH, WEST, NORTH_EAST, NORTH_WEST, SOUTH_EAST, SOUTH_WEST, KNIGHT_NNE, KNIGHT_NNW, KNIGHT_SSE, KNIGHT_SSW, KNIGHT_EEN, KNIGHT_EES, KNIGHT_WWN, KNIGHT_WWS |

| GAME_STATUS (enum) |
|--|
| IN_GAME, CHECK, CHECK_MATE, STALE_MATE, THREE_CHECK, DEAD_KING, TIME_RAN_OUT |

| ALLIANCE (enum) |
|-----------------|
| WHITE, BLACK |

