

Board
black_king_location : tuple board : list castle_rights_log : list checkmate : bool checks : list current_castling_rights : list enpassant_possible : tuple enpassant_possible_log : list hill_winning_positions : list in_check : bool move_functions : dict move_log : list piece_list : list pins : list stalemate : bool white_king_location : tuple white_to_move : bool
bishop_moves(row, col, moves) castle_moves(row, col, moves) check_king_of_the_hill_condition() fen() fen_to_board(fen) find_piece(piece) is_in_check() king_moves(row, col, moves) kingside_castle_moves(row, col, moves) knight_moves(row, col, moves) legal_moves() make_move(move) pawn_moves(row, col, moves) pins_and_checks() pseudo_legal_moves() queen_moves(row, col, moves) queenside_castle_moves(row, col, moves) rook_moves(row, col, moves) same_color(piece, color) setup_default_board() setup_fen_board(fen_board) square_under_attack(row, col) to_np() undo_move() update_castle_rights(move)

Move
cols_to_files end_col end_row files_to_cols : dict is_capture is_castle_move : bool is_enpassant_move : bool is_pawn_promotion moveID piece_captured : int piece_list : list piece_moved ranks_to_rows : dict rows_to_ranks start_col start_row
chess_notation() coordinate() rank_file(row, col)