

UML EXPLANATION
Move: defines the start and end position of a Piece
Piece: Abstract class describing a Piece inherited by each individual Piece
The method getMoves() returns all the possibles movements that a piece can make given its type and its position on the board
ChessBoard: Represents the state of the board and can retrieve information for each tile
GameEngine: Allow each player to play in turn
Parser: Parses the PGN file and fill the History class with the read moves

