+Player(isWhite, hasWon = false, isAi = false)

-isAi : bool

+isWhite(): bool +getWon(): bool

+giveWon() : void

+setAi(): void +isAi() : bool

+toTheShadowRealm(): void

+getX(): int +getY(): int +isWhite(): bool

+isTaken() : bool +hasMoved() : bool

-checkBounds(x, y) : bool

unused

+declareVictory() : void

position
+x:int
+y:int
+move(dest : position) : void +position(x : int, y : int)