

## GameFacadeInterface

- + execute()
- + execute()
- + get\_current\_player\_id()
- + get\_current\_player()
- + get\_width()
- + get\_height()
- + get\_players()
- + is\_running()
- + tile\_at()
- + get\_reachable()
- + unit\_can\_move()
- + is\_owned\_by()
- + get\_info()
- + set\_logger()
- + set\_log\_formatter()