* AI Functions
* Human Functions

**ToDo – Mark ~~Deleted~~ When Checked.**

* ~~humanMove~~
* ~~CheckIsPeaceThere~~
* ~~MustEat~~
* AICheckEatFirst
* AISimpleMove
* ~~eatAgain~~
* ~~eatMove~~
* ~~eat~~
* ~~deletePieace~~
* ~~UpdateStatus~~
* ~~Drop~~
* AI\_turn\_start
* AI\_eat\_again
* AI\_Eat\_Move
* AI\_Move
* GameCounter