* 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