* 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