

```
1 package engine.pieces;
2
3 import chess.PieceType;
4 import chess.PlayerColor;
5 import engine.movements.Movements;
6 import engine.movements.Step;
7 import engine.utils.BoardDimensions;
8 import engine.utils.Coordinates;
9
10 public class Bishop extends Piece {
11     public Bishop(PlayerColor color) {
12         super(PieceType.BISHOP, color, new Movements(new Step[]{
13             //Diagonal
14             new Step(new Coordinates(1, 1),
15                 BoardDimensions.DIAGONAL.getValue(),
16                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
17             new Step(new Coordinates(1, -1),
18                 BoardDimensions.DIAGONAL.getValue(),
19                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
20             new Step(new Coordinates(-1, 1),
21                 BoardDimensions.DIAGONAL.getValue(),
22                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
23             new Step(new Coordinates(-1, -1),
24                 BoardDimensions.DIAGONAL.getValue(),
25                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
26             }));
27     }
28 }
```