

```
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.Coordinates;
8
9 public class Knight extends Piece {
10     public Knight(PlayerColor color) {
11         super(PieceType.KNIGHT, color, new Movements(new Step[] {
12             //Special
13             new Step(new Coordinates(1, 2), 1, color == PlayerColor.BLACK
14                 , color == PlayerColor.BLACK),
15             new Step(new Coordinates(1, -2), 1,
16                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
17             new Step(new Coordinates(-1, 2), 1,
18                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
19             new Step(new Coordinates(-1, -2), 1,
20                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
21
22             new Step(new Coordinates(2, 1), 1, color == PlayerColor.BLACK
23                 , color == PlayerColor.BLACK),
24             new Step(new Coordinates(2, -1), 1,
25                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
26             new Step(new Coordinates(-2, 1), 1,
27                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
28             new Step(new Coordinates(-2, -1), 1,
29                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
30             }));
31     }
32 }
```