```java
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 Rook extends Piece {
11     public Rook(PlayerColor color) {
12         super(PieceType.ROOK, color, new Movements(new Step[]{
13             //Horizontal
14             new Step(new Coordinates(1, 0),
15                 BoardDimensions.WIDTH.getValue(),
16                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
17             new Step(new Coordinates(-1, 0),
18                 BoardDimensions.WIDTH.getValue(),
19                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
20
21             //Vertical
22             new Step(new Coordinates(0, 1),
23                 BoardDimensions.HEIGHT.getValue(),
24                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
25             new Step(new Coordinates(0, -1),
26                 BoardDimensions.HEIGHT.getValue(),
27                 color == PlayerColor.BLACK, color == PlayerColor.BLACK),
28         }));
29     }
30 }
```