



Partita a scacchi

```
const validMove$ = playerMove$.pipe(  
  withLatestFrom(gameDetails$),  
  filter(([move, game]) => isInTime(game))  
  filter(isValidMove)  
);
```

```
validMove$.subscribe(updateUI);
```

```
validMove$.subscribe(postMove);
```

```
opponentMove$.subscribe(updateUI);
```



Lookup Form