```
game::AbstractGame
  < CellT, PlayerT, PawnT >
  + board
  + AbstractGame()
  + AbstractGame()
  + ~AbstractGame()
  + isFinished()
  + play()
  + revertPlay()
  + getPlayerToPlay()
  + checkStatus()
  + getAvailableMoves()
  + clone()
               < BoardCell, HumanPlayer,
                    PenguinPawn >
 game::AbstractGame
 < BoardCell, HumanPlayer,
       PenguinPawn >
 + board
 + AbstractGame()
 + AbstractGame()
 + ~AbstractGame()
 + isFinished()
 + play()
 + revertPlay()
 + getPlayerToPlay()
 + checkStatus()
 + getAvailableMoves()
 + clone()
game::penguin::PenguinGame
# numberMoves
+ PenguinGame()
+ ~PenguinGame()
+ isFinished()
+ play()
+ revertPlay()
+ getPlayerToPlay()
+ getFirstPlayerToPlay()
+ checkStatus()
+ getBoard()
+ getAvailableMoves()
+ clone()
```