```
game::AbstractGame
< CellT, PlayerT, PawnT >

+ board

+ AbstractGame()
+ AbstractGame()
+ ~AbstractGame()
+ isFinished()
+ play()
+ revertPlay()
+ getPlayerToPlay()
+ checkStatus()
+ getAvailableMoves()
+ clone()
```

< BoardCell, Player,
    Player >

```
game::AbstractGame
< BoardCell, Player,
       Player >

+ board

+ AbstractGame()
+ AbstractGame()
+ ~AbstractGame()
+ isFinished()
+ play()
+ revertPlay()
+ getPlayerToPlay()
+ checkStatus()
+ getAvailableMoves()
+ clone()
```

```
game::tic_tac_toe::
      TicTacToe

# numberMoves

+ TicTacToe()
+ ~TicTacToe()
+ isFinished()
+ play()
+ revertPlay()
+ getPlayerToPlay()
+ checkStatus()
+ getAvailableMoves()
+ clone()
```

```
game::AbstractInterface


+ ~AbstractInterface()
+ draw()
```

```
game::tic_tac_toe::
      ConsoleGame


+ ConsoleGame()
+ ~ConsoleGame()
+ draw()
+ loop()
```