```
game::AbstractPawn
< PlayerT, CellT >

+ AbstractPawn()
+ AbstractPawn()
+ ~AbstractPawn()
+ getOwner()
+ getId()
+ setCurrentCell()
+ getCurrentCell()
+ operator==()
+ operator!=()
# equals_to()
```

< HumanPlayer, BoardCell >

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game::AbstractPawn
< HumanPlayer, BoardCell >

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```

```
game::penguin::PenguinPawn

+ PenguinPawn()
```