

game::AbstractBoard
< CellT, PlayerT, PawnT >

- + AbstractBoard()
- + AbstractBoard()
- + ~AbstractBoard()
- + performMove()
- + revertMove()
- + checkStatus()
- + getAvailableCells()
- + getBoardCells()
- + getCell()
- + getPawnsOnBoard()
- + getPawnById()
- + getPlayerById()
- + size()
- + clone()