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


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