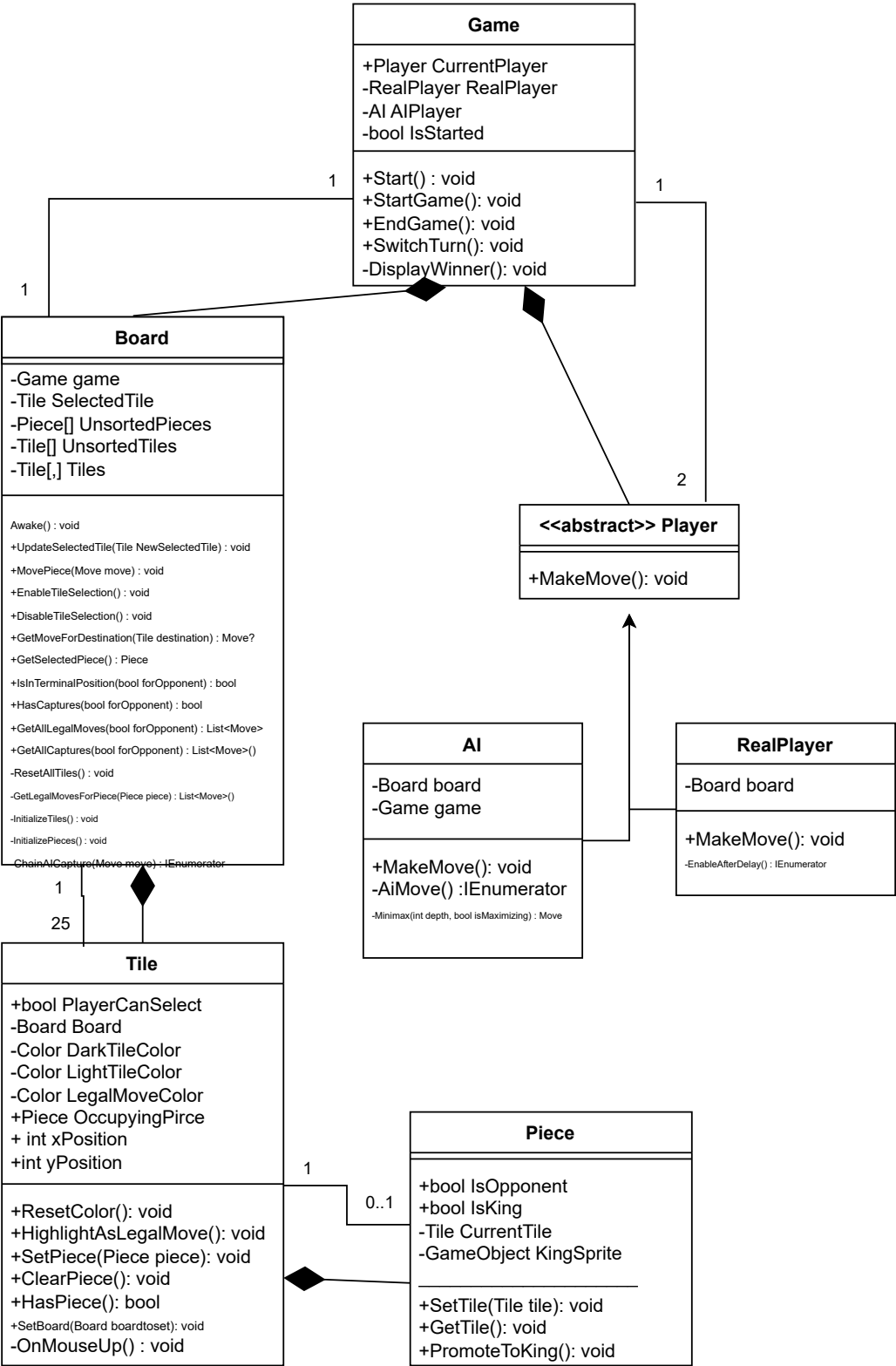


struct Move
+Piece Piece +Tile Destination +bool IsCapture +Piece CapturedPiece
Move(Piece piece, Tile destination, bool isCapture = false, Piece capturedPiece = null)



Position (Pas relié car pas fini)
- Board VisualGameBoard - Board PositionBoardData - List<Position> ChildPositions - Position ParentPosition - bool IsTerminalPosition - bool IsAIToPlay - int PositionEvaluationScore - int PawnValue - int KingValue

MenuHUD
+StartGame : void

~

<ul style="list-style-type: none">+ Start() : void+ PasteOriginalBoardPosition() : void+ GenerateChilds() : void+ EvaluatePosition() : void+ PrintBothBoards() : IEnumerator
--