

/public/js/logic.js

```
/**
 * @notrow
 * @param {string} ClientStateJson Json of the client game state
 * @piece {string} Name of a piece as in /public/js/structs/pieces.js
 * @returns {array} Array of indices of all valid moves
 */
function validMoves(ClientStateJson, piece) {

}
```

All the auxiliary functions the client gui board needs go here too, so that server does not require Board class at all

```
/**
 * @notrow
 * @param {string} ClientStateJson Json of the client game state
 * @returns {array} Array of strings of all cards
 */
function validCards(ClientStateJson) {

}
```