

- get_current_player_name()
- get_current_player_score()

- get_token_pool()
- change_current_player()
- still_continue_jump()

- next_step_detector()

- set_player_1_token()
- set_player_2_token()

- get_token()
- get_instance()
- delete_instance()

- check_current_user_start_piece()
- check_current_user_end_piece()
- eliminate_middle_piece()
- set_player_token()

- set_demo_basic_move_token()
- set_demo_jump_move_token()
- set_demo_normal_to_crown_token()

set_demo_game_finish_check_token()

- basic_move()

- get_player_pool()

- in_bound()
- basic_checks()
- make_move()
- jump_move()