Piece

m_type
m_adv
m_texture
m_texture_rect
driver
m_couleur_piece

+ Piece()
+ ~Piece()
+ affichage()
+ getInfo()
+ getTypePiece()
+ getAdv()
+ checkPos()
+ getTexture()
+ setPosRes()
+ getPosRes()
  and 10 more...

Pion

+ Pion()
+ checkPos()
+ getFirstMove()
+ setFirstMove()