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
Д
Fou
+ Fou()
+ checkPos()
Ą
Dame
+ Dame()
+ checkPos()