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graph TD; A([ENEMY MOVE]) --> B[/Ask for A.I Move from engine/]; B --> C[(Chess Engine)]; C --> D[/Update the position of pieces in the internal board representation/]; D --> E[RENDER BOARD PIECES only];
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ENEMY MOVE

Ask for A.I Move from engine

Chess Engine

Update the position of pieces in the internal board representation

RENDER BOARD  
PIECES  
only