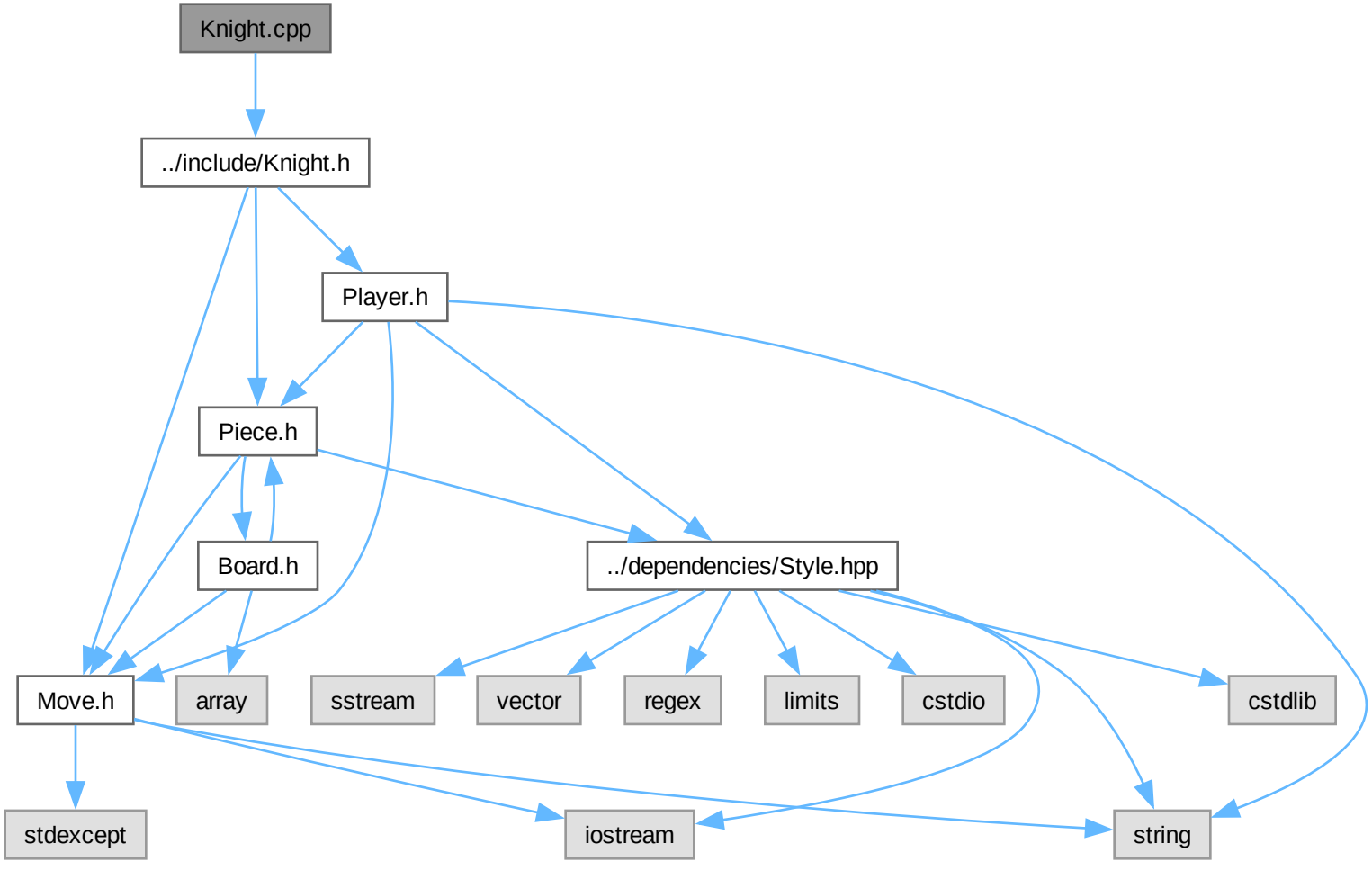
Knight.cpp
../include/Knight.h
Player.h
Piece.h
Board.h
../dependencies/Style.hpp
Move.h
array
sstream
vector
regex
limits
cstdio
cstdlib
stdexcept
iostream
string