

EditFenDialog fen edit fen_label

player1 combo get_fen_string() set_default_fen()

player2_combo get_player_types()

EditPlayersDialog

ErrorDialog

| player_type : PlayerType

HumanPlayer chessboard_view clicked_move : Move, NoneType

decide on move(board: Chessboard): Move handle_valid_move_clicked(move: Move):

Player | player_type : PlayerType decide on move(board: Chessboard): Move

SoundPlayer Sound name

notify(sound)
play(sound: Sound)