Chess

1. Installed the pygame Module
2. Declared constants such as dimensions in Constant.py file
3. Then Created the Main file of our game in which I will Import every function and every part of the game
4. Then created the class main in which I will import everything
5. In Main I used init method to create game screen
6. Now I created another file named game in which I defined the background color and made the grid then imported the grid in the main function
7. Now I created a Square name file with the help of  which squares of the board will be defined
8. Now I created a file named Board which will store pieces from the file in which pieces will be defined
9. In board I defined positon of every piece in the chess board.
10. Now I created the piece file in which I assign the color name etc to ever piece
11. Now I loaded texture for chess pieces from a file by giving address
12. Now I defined every piece
13. Now in game file I made a function for showing all the pieces
14. In game file I will load textures from piece file
15. Now I checked if a square has piece on it if yes compiler will assign value to that square and load the texture using blit method
16. Now in main file I give the command for showing pieces in main loop,Now pieces have loaded on the chess board
17. Now I have to create the mouse dragging function with the help of which I will move the pieces
18. First I defined 3 events of dragging clicking the mouse button,moving the mouse,then releasing the mouse.
19. Now I create a new dragger file
20. In dragger file we define the initial values of required variables
21. Then I use blit method to update the position of the piece along with mouse
22. Then I define the x and y coordinate of mouse to define its position
23. Now I encounter a bug where my dragging piece was flickering when I was moving it.It was probably because the background was still rendering on the of the dragging piece.It was fixed by a simply not blitting the piece which we were dragging.
24. Another bug was encountered in which the piece remained larger after releasing the click
25. It was solved by simply setting the size back to normal after undragging the piece
26. Yet another bug was encountered in which screen was flickering while dragging the piece
27. It was caused due to background not showing while dragging which was simply fixed by showing background while dragging the piece.
28. Now Finally the dragging piece part was complete !!!!!!