Description of Features

Castling – checks to make sure both the king and rook invloved have never moved before castling

* Checks all the spots in between to check for other pieces
* Works on all 4 valid castling moves

Promote – Pawn reaches cooresponding opposite side, it automatically becomes a Queen. This all happens during the .move() method.

Moving – Move method is specially designed for each piece (sometimes also for colour). Determines if Move being made is valid by taking in the entire board checking for collisions and checking for legitimate coordinates.

Check – Silent Check, when a king is taken game is over but it does not warn that you are in check.

En Passent – could not be implemented into the program.

It was a pretty tall task to create chess but I think I did a pretty good job. To get all valid moves working, to be able to play the game with no glitches was not easy. Although I didnt have time to get ‘Check’ or ‘En Passent ‘ working they are secondary to achieving fluid gameplay.; and both are most likely not as hard to implement compared to something like getting the pieces to move. My chess game is perfectly playable, although it punishes the unobservant player (doesn’t know he’s in check) it is still extremely enjoyable. (no one ever uses En Passent anyway :P )