

Rollerball

(COL333 Assignment 2)

COL333 TAs

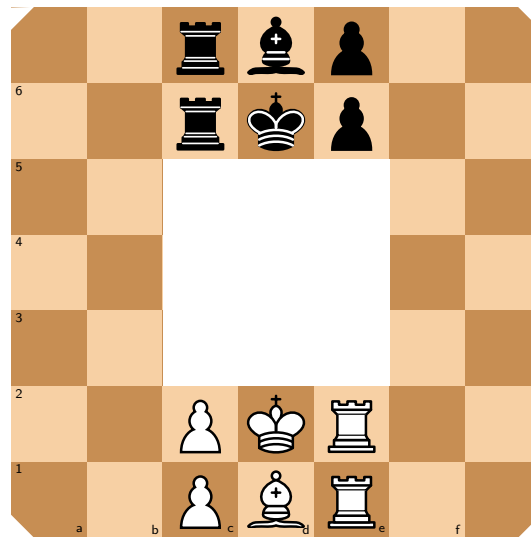
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1 Goal

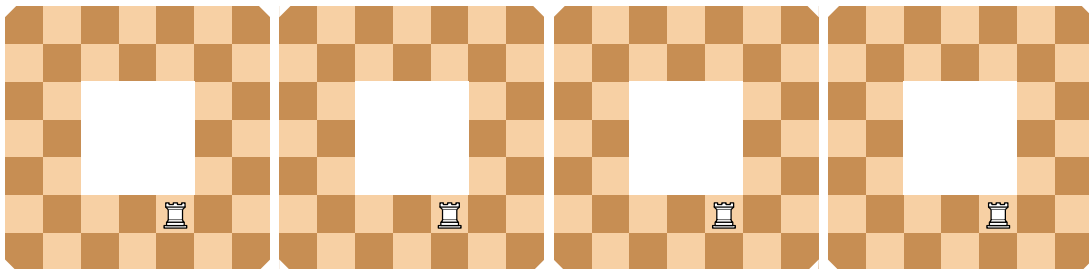
2 The Game of Rollerball



2.1 Starting Position

2.2 Movement Rules

2.2.1 Rook



2.2.2 Bishop

2.2.3 King

2.2.4 Pawn

2.3 Objective

3 Scoring

4 Starter Code Overview

4.1 The Board struct

4.2 Positions, Moves and Board Representation

4.3 Pseudolegal Move Generation

4.4 Legal Move Generation

4.5 Frontend Protocol

4.6 Python Starter Code

5 Submission Details

6 Phases

7 General Guidelines