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Sprint 2

* Model Package
  + BoardSaverLoader class
    - Added all the implementation in the BoardSaverLoader
    - The basis of BoardSaverLoader is to be able to load and save games from a text file.
  + Player class
    - Moved the class from its own package to the model package.
* Controller Package
  + Chess class
    - Moved implementation of game loop and user interface to respective classes in the uicli package
  + BoardMementoCaretaker class
    - Added all implementation in the BoardMementoCaretaker
    - The basis of BoardMementoCaretaker is to add functions for the undo and redo options.
* Interfaces Package
  + MovementIF interface
    - Added a move check default method to check if a move is possible and returns the position if it is.
  + Added all methods below so that the classes respective to them could use the interface as the static type.
    - BoardIF interface
      * Added create/load/saveMemento method signature for board loading.
      * Added highlighting method signature.
    - BoardStrategy interface
      * Added highlighting method signature.
      * Added setHighlight method signature.
    - PiecesIF interface
      * Added getValidMoves method signature.
      * Added getPosition method signature.
    - MovementIF interface
      * Added getValidMoves method signature.
      * Added moveCheck method signature.
    - BoardSaverLoaderIF interface
      * Added saveGameToFile method signature.
    - LoadSaveGameIF interface
      * Added showLoadSave method signature.
      * Added getURL method signature.
    - FirstMoveIF interface
      * Added getFirstMove method signature.
      * Added setFirstMove method signature.
    - MainMenuIF interface
      * Added the showMainMenu method signature.
    - PlayIF interface
      * Added the show method signature.
    - RulePageIF interface
      * Added the showRulesPage method signature.
    - RulesIF interface
      * Added show method within the interface.
    - SettingsIF interface
      * Added the showSettings method within the interface.
      * Added the getBoardColor method within the interface.
      * Added the getUndo method within the interface.
      * Added the getShowMoves method within the interface.
    - DefinePlayersIF interface
      * Added the show method within the interface.
      * Added the getPlayer1 method within the interface.
      * Added the getPlayer2 method within the interface.
* Tutorialuicli package
  + BishopMovesCLI class
    - Added showRule method.
  + CheckmateRuleCLI
    - Added showRule method.
  + CheckRuleCLI
    - Added showRule method.
  + KingMovesCLI
    - Added showRule method.
  + KnightMovesCLI
    - Added showRule method.
  + PawnMovesCLI
    - Added showRule method.
  + BoardOrganizationCLI
    - Added showRule method.
  + BoardSetup
    - Added showRule method.
  + DrawRuleCLI
    - Added showRule method.
  + NotationCLI
    - Added showRule method.
  + QueenMovesCLI
    - Added showRule method.
  + RookMovesCLI
    - Added showRule method.
  + TutorialCLI
    - Added showRule method.
* Movements package
  + BishopMovement
    - Removed all redundant code that it could inherit from queen’s movement class.
    - Added the getValidMoves class.
  + KingMovement
    - Removed all redundant code that it could inherit from queen’s movement class.
    - Added the getValidMoves class.
  + QueenMovement
    - Added functional code that not only the queen can use but also every other class inheriting it.
    - Added the getValidMoves class.
  + KnightMovement
    - Removed all redundant code that it could inherit from queen’s movement class.
    - Added the getValidMoves class.
  + RookMovement
    - Removed all redundant code that it could inherit from queen’s movement class.
    - Added the getValidMoves class.
  + PawnMovement class
    - Added en passant and a helper method to find the en passant of the pawn.
    - Added the getValidMoves class.
* Uicli Package
  + Board\_Color\_CLI class
    - Added the ability to highlight with the highlight method.
    - Changed functionality in the printWhite/printBlack methods to highlight.
  + Board\_Mono\_CLI class
    - Added the ability to highlight with the highlight method.
    - Changed functionality in the printWhite/printBlack methods to highlights.
  + RulesCLI class
    - Added the show method from the interface.
    - RulesCLI is used for presenting the rules to choose from to learn.
  + DefinePlayersCLI class
    - Added the show method from the interface.
    - Prompt for defining the players.
  + LoadGameCLI class
    - Added the show method from the interface.
    - Prompt for loading a game.
  + MainMenuCLI class
    - Added the show method from the interface.
    - Also added all the implementation for the helper methods needed to make the class function properly.
  + NewGameCLI class
    - Added the show method from the interface.
    - New game menu to get the game state and start a new game. Methods include:
      * initBoard
      * setPlay
  + PlayMoveCLI class
    - Added the show method from the interface.
    - Also added all the methods needed for a fully functional game loop. This includes:
      * Display
      * findValidFile
      * findValidRank
      * checkCondition
      * checkmateCondtion
      * drawCondition
      * stalemateConditon
      * threefoldRepetitionCondition
      * fiftyMoveRule
      * gameLoop
      * endGameCondition
      * undo
      * redo
  + SaveGameCLI class
    - Added the show method from the interface.
    - Also added all the methods so that a player can successfully save a game.
  + SettingsCLI class
    - Added the show method from the interface.
    - Added the methods to chose to enable undo, showMoves and the color of the board.