Clayton Cornett

Fields

Int NumRows
Int NumCols
Color lightColor
Color darkColor
Double boardWidth
Double boardHeight
Int height
Int width
Double rectangleWidth
Double rectangleHeight
AnchorPane anchorPane
Double peiceHeight
Double peiceWidth
String lightPlayerName
String darkPlayerName
String[numRows, numCols] peicePositions
Int numberOfLightPieces
Int numberOfDarkPeices

Methods

Void chooseFirstMover()
- Chooses who goes first (dark goes first)
Boolean isLegalMove(int row, int col, Color color)
- Called when deciding if a move is legal
Void removePiece(int row, int col, Color color)
- Removes a peice (ex when a peice is jumped)
Void move(int row, int col, int nextRow, int nextCol)

- Changes the coordinates of a peice, checks if legal move first

Void kingPeice(int row, int col)
- If peice lands on opposite side, the peice is now a king

Void kingMove(int row, int col)
- Moves king peice to new coordinates (has more moving power than a regular peice

Boolean isWinner(int lightNumOfPeices, int darkNumOfPieces)

    -checks to see if each player is a winner at the end of each turn based on how many peices each player has