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()

Boolean isLegalMove(int row, int col, Color color)

Void removePiece(int row, int col, Color color)

Void move(int row, int col, int nextRow, int nextCol)

Void kingPeice(int row, int col)

Void kingMove(int row, int col)

Boolean isWinner(int lightNumOfPeices, int darkNumOfPieces)