

CS246 Chess - Demo Sheet

Note:

All commands are case-insensitive. All parameters must be single words (ie. no whitespace within parameters). Commands must be entered on a single line. There can be any number of spaces between words, but there must be at least one space.

Capturing pawns via "en passant" is not supported.

Pawn promotion for computer players is not supported. If a computer moves a pawn to the opposite side it will remain there as is.

Castling requires the use of the "castle" command outlined in "In Game" in this demo sheet. Castling for computer players is not supported.

An EOF will cause the program to terminate, printing out the final scores.

Main Menu

Command	Syntax	Options
Enter setup mode:	setup	
Start game	game <white-player> <black-player>	human, computer[1-2] <ul style="list-style-type: none">• Number indicates level of difficulty for computer player
	game <white-player> <black-player> hints=on	Start game with hints enabled (hints are off by default)

Setup Mode

Command	Syntax	Options
Place piece	+ <piece> <coordinates>	<ul style="list-style-type: none">• piece: any piece from the chess board. Capital for a white piece, lowercase for black• coordinates: [a-h][1-8]
Remove piece	- <coordinates>	
Change turn	= <colour>	black, white
Finish setup	done	

In Game

Command	Syntax	Options
Move (human player)	Normal move: move <start> <destination> Moving for pawn promotion: Move <start> <destination> <piece>	<ul style="list-style-type: none">• start, destination: [a-h][1-8]• piece: B, N, Q, R for white, b, n, q, r for black.• If you forget to enter, or enter an invalid piece for promotion, the program will prompt you for a piece until you enter a valid piece. <p>Note: pawn promotion is not supported for computer players.</p>
Move (computer player)	move	
Resign game	resign	
Castle	castle <direction>	direction: left, right
Get hint	hint <coordinate>	coordinate: [a-h][1-8]