

Demo-sheet

Commands:

1. **game** *white-player black-player*

starts a new game, *white-player* and *black-player* can be one of the followings:
human, computer[1], computer[2], computer[3], computer[4]

2. **resign**

concedes the game to your opponent. This is the only way, outside of winning or drawing the game, to end a game.

3. **move**

A move consists of the command **move**, followed by the starting and ending coordinates of the piece to be moved. For example: **move e2 e4**. Castling would be specified by the two-square move for the king: **move e1 g1** or **move e1 c1** for white. Pawn promotion would additionally specify the piece type to which the pawn is promoted: **move e7 e8 Q**. In the case of a computer player, the command **move** (without arguments) makes the computer player make a move.

4. **setup**

setup enters setup mode, within which you can set up your own initial board configurations. This can only be done when a game is not currently running. Within setup mode, the following language is used:

+ **K e1** places the piece K (i.e., white king in this case) on the square e1. If a piece is already on that square, it is replaced. The board will be redisplayed.

- **e1** removes the piece from the square e1 and then redisplay the board. If there is no piece at that square, take no action.

= *colour* makes it *colour*'s turn to go next. *colour* can be either white or black(case-insensitive)

done leaves setup mode.

Additional Feature:

Required command: **undo**

Purpose: allows a player to undo his/her last move

