

GameChess

Montag, 16. November 2020 16:43

Software Maschine

1. Spielernamen & Server/Client (Create Server and Client)

- a. Exceptions:
 - i. Port nicht verfügbar oder existiert nicht
 - ii. Name Empty

2. Verbindung (Make connection)

- a. Exceptions:
 - i. Namen gleich => Änderungen Name1, Name2

3. Spiel

- a. Choose Color
 - i. First come first served
 - ii. Exceptions
 - i. Color already Taken

- b. Set pieces White (A), Black (a)
 - i. Create Table + Set pieces for the first time

- c. Status Ready, move can begin
 - i. Nach alle die Teile im korrekt Platzt sind

- d. Start Round
 - i. Move

- 1) Normal moves
 - a) Provide origin and destination
- 2) Special moves
 - a) Pawn in line 2 (or 6 if black). Can move 2 steps forward.
 - b) Promotion. Pawn to last tile, turns into another piece.
 - i) Exception, king, pawn
 - c) Castling:
 - i) Conditions (Exceptions)
 - One. Neither king nor rook have moved yet
 - Two. Squares between them are empty
 - Three. Cant be in check or go through a square where it would be in check
 - ii) Move
 - One. Move the king two squares toward the rook
 - Two. Hop the rook over the king so it lands on the square next to the king

- i. Exceptions
 - 1) Out of bounds
 - 2) Not available
 - 3) Square taken by same color
 - 4) Not your turn

- ii. Consequence
 - 1) Nothing
 - 2) Rival piece removed
 - 3) Schach
 - 4) Schachmatt

- ii. Next turn

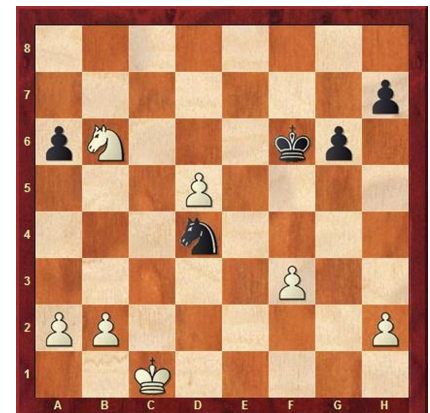
4. If Status == schachmatt, dann Ende

5. Play again? Change colors?

6. General Exceptions

- a. Verbindung unerwartet unterbrochen

Restart



Interfaces

What can a piece do.

- Have a list of available moves.
- Take a square
- Be removed
- Change game status

What can player do

- Choose rol
- Choose color
- Move a piece
- Make a special move
 - o Castlin
 - o 2 Steps
 - o promote

What can table do:

- Reappear with updated pieces