# Chess Implementation Guidelines

### Final Assignment & Evaluation Criteria

1. General requirements - please refer to the document “Final Project Assignment General Requirements”
2. Chess rules reference
   1. <https://en.wikipedia.org/wiki/Rules_of_chess>

1. Minimum required for grade 3.00
   1. Finish the implementation of all remaining chess pieces - knight, bishop, queen, king\*
   2. King - only implement the movement behavior without the “Check” or “Castle” functionalities
2. Minimum required for grade 4.00
   1. Implement a start screen with two buttons
   2. Button1: Start Game - starts the game from the beginning
   3. Button2: Exit - closes the application
   4. When a game is active - there should be a button to quit the game and return to the start screen
   5. Implement player turn timer cap
      1. Each player should have at most 1 minute to make a turn
      2. Visualize the remaining player time somewhere on the screen
      3. If a player did not move during the remaining time - directly finish his/her turn
   6. Implement the Pawn feature “en passant” - <https://en.wikipedia.org/wiki/Rules_of_chess#En_passant>
3. Minimum required for grade 5.00
   1. Completely finish the implementation about the King piece
   2. Implement the “Check” feature - <https://en.wikipedia.org/wiki/Rules_of_chess#Check>
   3. Implement the “Checkmate” feature - <https://en.wikipedia.org/wiki/Rules_of_chess#Checkmate>
   4. Implement the “Castle” feature - <https://en.wikipedia.org/wiki/Rules_of_chess#Castling>
   5. **Don’t Implement** the “Dead Position” feature - <https://en.wikipedia.org/wiki/Rules_of_chess#Dead_position>
   6. Implement a winner animation
   7. After the game animations are finished you should be returned to the main screen
   8. Implement some animations of your choice
      1. For example, movement of the pieces, or “erasing” of the captured figures.
   9. Get creative

1. Minimum required for grade 6.00
   1. Implement the “Dead Position” feature - <https://en.wikipedia.org/wiki/Rules_of_chess#Dead_position>
   2. Implement a Log screen on the side where you see a History of the last 10 movements that happened on the board
   3. Implement a feature to save the current state of the board on a file
   4. The start screen of the game should now have the possibility to **Continue** a previously started game (if any)
   5. Implement a dynamic (moving) background behind the chessboard.   
      Assets and animations are completely up to you
   6. Get creative!
2. Sky's the Limit
   1. Improve your game as much as you’d like from this point on
   2. Just a reminder to “save” your progress from time to time so you don’t lose it