

All changes

Final Version For Checkers Game

New Module consisting of AI algorithms

The AI follows the rules, but it's actions are Random

Class module- some changes

- Changes include the move function inside the board class

- Some of the moving logic that was originally in the class module has been moved to AI module for assignment 3

Draw Module-new additions

- New colour variables

- Drawing of the mode screen giving the user the choice of who to play and with a computer or human

- winscreen for winning condition scree

- added code for who's turn it is,i.e red or blue

Gameloop Module

- #NEW CHANGE: imported new class AI

- #NEW CHANGE: added an additional display update

- #NEW CHANGE: added CPU AI turn behaviour

- #NEW CHANGE: added piece movement and alternating turn logic

- #NEW CHANGE: added win condition and display logic

- #NEW FUNCTION: modeSelect - gamemode selection based on mouseclick

Save Module remains unchanged

Screen Module remains unchanged