Deliverables

- ☑ ~~PDF of presentation~~
- ☑ ~~Public Git repo with Codebase~~
- ☑ ~~Documentated code~~
- ☑ ~~This checklist~~

Tile Maps

- ☑ ~~Tilemap is a data structure~~
- ☑ ~~Needs to provide an integer indexer implementation (for Tiles)~~
- ☑ ~~Needs to provide a Position indexer implementation (for Tiles)~~
- ☑ ~~Can create tilemaps easily (like a chess board)~~
- ☑ ~~Set - allow to place tile objects before the game runs~~
- ☑ ~~Set number of Actors (Players, AI)~~
- ☑ ~~Auto Handle Turn Order~~
- ☑ ~~Tilemap is extendable~~
- ☑ ~~Implement IEnumerable and IEnumerator~~
- ☑ ~~Has its own assembly with Tiles and Tile Objects~~
- ☐ Masochist ��: Spiral Enumerator

Tiles

- ☑ ~~Tile is extendable~~
- ☑ ~~Tiles can belong to an actor~~
- ☑ ~~Tile needs to support callbacks when it is passed on by a tile object~~
- ☑ ~~Tile needs to support callbacks when it is landed on by a tile object~~

Tile Objects

- ☑ ~~TileObject is extendable~~
- ☑ ~~Tile Objects can belong to an actor~~
- ☑ ~~Implements ICloneable~~
- ☑ ~~Tile Object needs to support callbacks when it is passed on by a tile object~~
- ☑ ~~Tile Object needs to support callbacks when it is landed on by a tile object~~

Position

- ☑ ~~readonly~~
- ☑ ~~Struct~~
- ☑ ~~Override ToString~~
- ☑ ~~Override GetHashCode~~
- ☑ ~~Override Equals~~
- ☑ ~~Override operators + and -~~

Movement & Interaction

- ☑ ~~Easy to use - high usability~~
- ☑ ~~Can Inquire Tiles and Tile Objects to change movement rules~~
- ☐ Masochist ��: tiles affect movement

Rendering

- ☑ ~~Renderer is based on abstraction~~
- ☑ ~~Rendering is in its own module (assembly)~~
- ☑ ~~Tile Rendering customized color and shape (for console)~~
- ☑ ~~background and foreground of tiles and tile objects is customizable for the console renderer~~
- ☐ Masochist��: bigger tiles and ruleset for tiles

Commands

- ☑ ~~Wrong command prompts help~~
- ☑ ~~Help is implemented on the engine side, the client code simply defines new commands~~
- ☑ ~~Client code can implement new commands easily~~

Core Commands:

- ☑ ~~Select - highlight final positions for the selected tile object~~
- ☑ ~~Deselect - deselects the current tile object~~
- ☑ ~~Move - moves the tile objects to x,y~~
- ☑ ~~Does not throw exceptions~~
- ☐ Masochist ��: show the movement **route** of a tile object and add a command - **Show:** Highlight pieces that can perform any movement

Demo

- ☑ ~~Demo is in its own assembly~~
- ☑ ~~Chess~~
- ☑ ~~Check rules~~
- ☑ ~~Check Mate rules~~
- ☑ ~~Movement rules for the different pieces~~

Misc.

Generic extension method for 2D arrays
String extension method that trims all white space and makes all characters small caps

Create an extension method for arrays that checks if its null and bigger than zero