**Documentation**

Variable explanation

[][3]uint16 Legal\_Moves

[i][0] 🡪 x\_pos

[i][1] 🡪 y\_pos

[i][2] 🡪 Status: Default: 64: Default -> set has\_moved to 0

0-63: Move involves a take -> Index of Piece to take, set has\_moved to 0

Pawn: 0-63: Move is en passant -> Index of en passant Pawn to be deleted, set has\_moved to 0

65: Move is TwoStep-> set has\_moved to moves\_counter

64: Normal Move

66-129: Move is Take -> Index = -66

King: 0-63: Move is Castle -> Index of Rook to be moved, set King.has\_moved to 0, set Rook.has\_moved to 0

64: Normal Move

66-129: Move is Take -> Index = -66

int16 Has\_moved

🡪Status: 0: Default -> Piece hasn’t moved

1: Piece has moved

Pawn: -1 Default -> Piece hasn’t moved

1. Piece has moved with OneStep move

1-max: Piece has moved with TwoStep move (Has\_moved indicates the moves\_counter in this case) -> important for en passant

PGN Format {Piece; Original\_Field; Capture\_Indicator (x); New\_Field, Promotion}

Restrictions

* The pause button will only work if the current move is reviewed, as long as a player is reviewing older moves it won’t work
* If the player paused to review older moves the timer will start automatically when the current move is reviewed again
* When in competitive mode changing older moves won’t be possible, if the user tries anyway, instead of doing the move the user chose, it will automatically do the move originally made