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## CHES

(multiplayer chess game for two players)

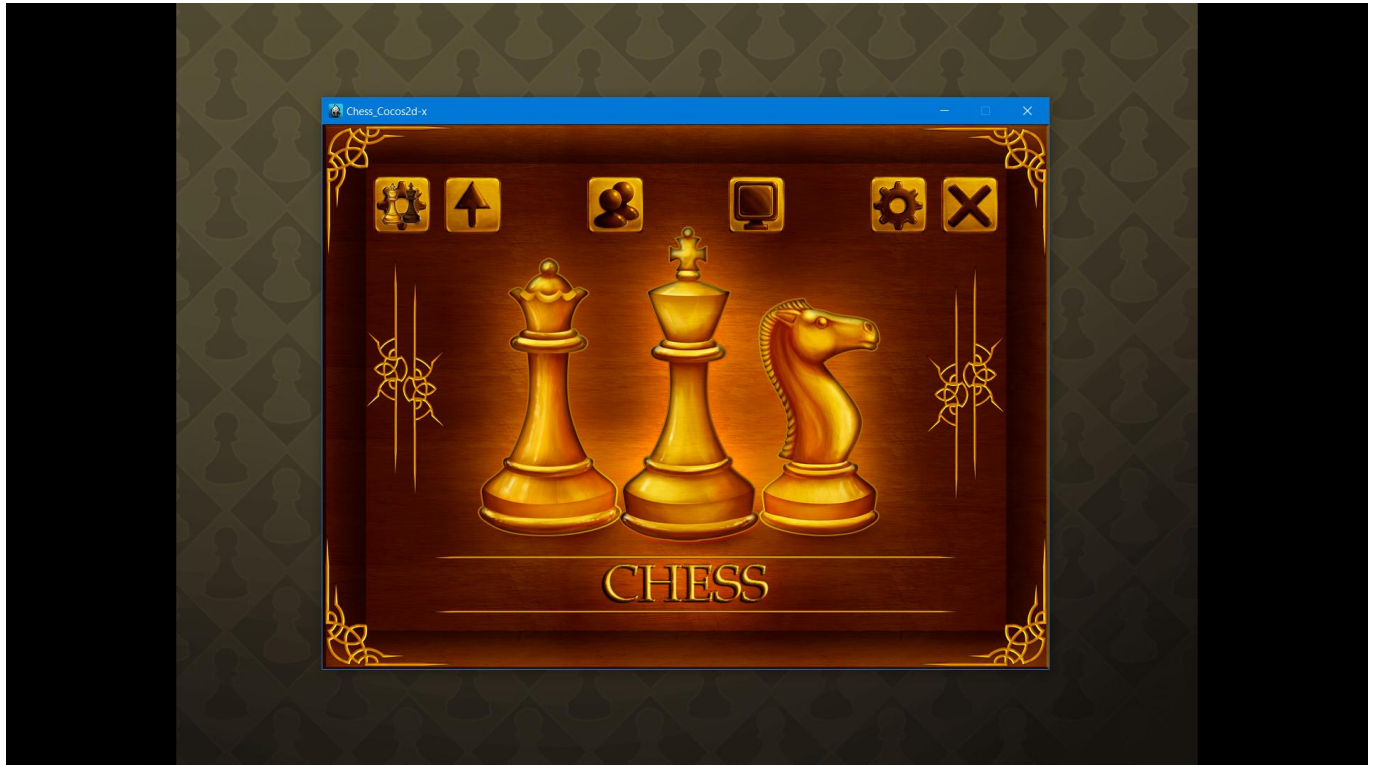
1. Application consists of 7 scenes and tests for main logic:
  - GameMenu scene;
  - MainGame scene (player vs player);
  - SaveGame scene;
  - LoadGame scene;
  - CustomGame scene;
  - GameSettings scene;
  - QuitGame scene.
2. App validates all moves (if a player wants to make a move that is not allowed by chess rules, app blocks such attempt and shows corresponding notification).
3. App correctly handles such chess rules:
  - castling;
  - *En passant* move;
  - promotion (to Queen, Bishop, Knight, Rook);
  - check;
  - checkmate;
  - draw (stalemate, impossibility of checkmate (two kings left, king and knight versus king, king with/without bishop versus king and bishop/bishops on the same color));
4. Games can be saved and resumed after loading (including information for castling, *En passant*, previous moves and used time for both players).
5. CustomGame scene allows to deploy figures manually and start new game.
6. GameSettings scene provides management for music / sounds volume.
7. Couldn't connect Google tests to solution properly (*placed topic on <https://discuss.cocos2d-x.org>*), so I implemented own tests for main game logic (needs to `"#define PERFORM_TESTS 1"` in *AppDelegate.cpp* to run and in *NewGameScene.cpp* to show result in scrollView).

IDE: Microsoft Visual Studio 2019 Community edition  
Cocos2d-x-3.17.2

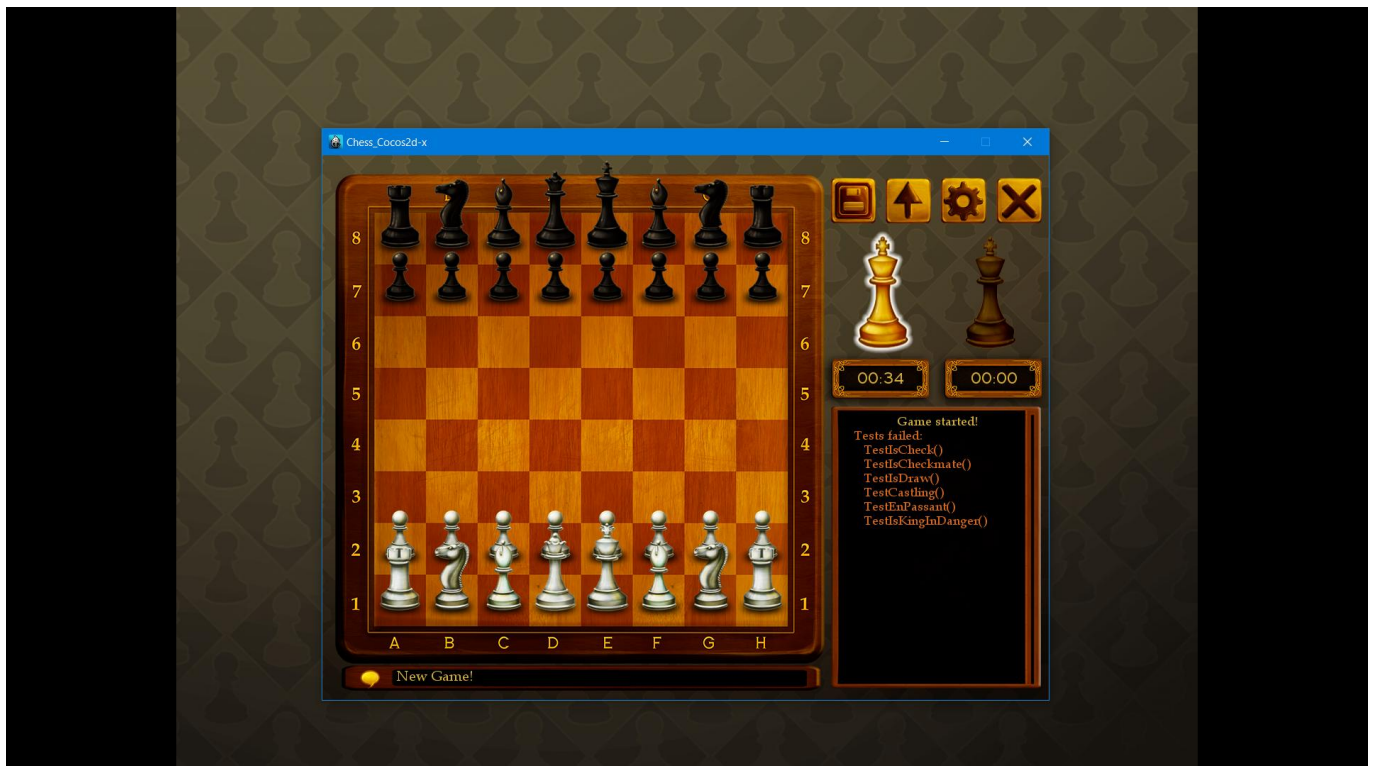
[https://github.com/IngwarSV/Chess\\_Cocos2d-x](https://github.com/IngwarSV/Chess_Cocos2d-x)

My first independent project in Cocos2d-x, so there are a lot of drawbacks)

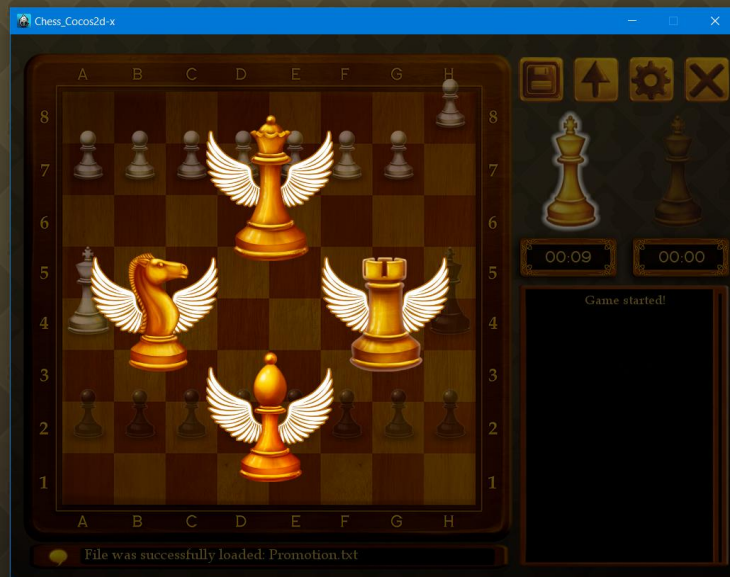
## Screenshots



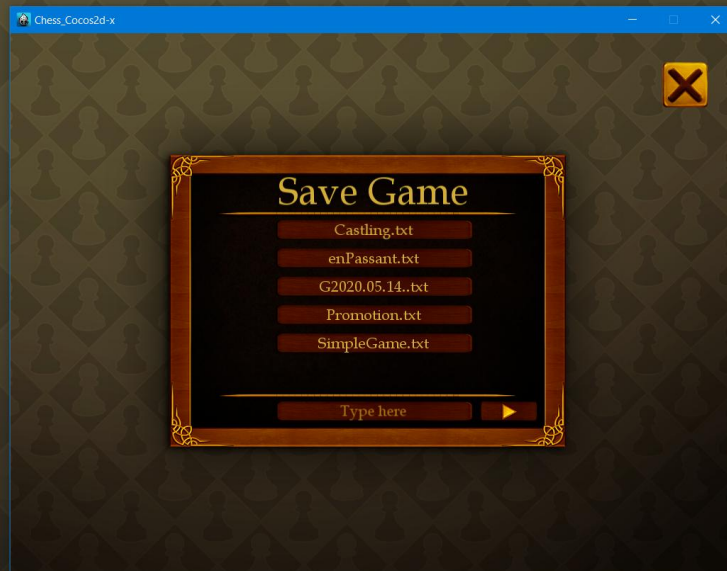
## GameMenu scene



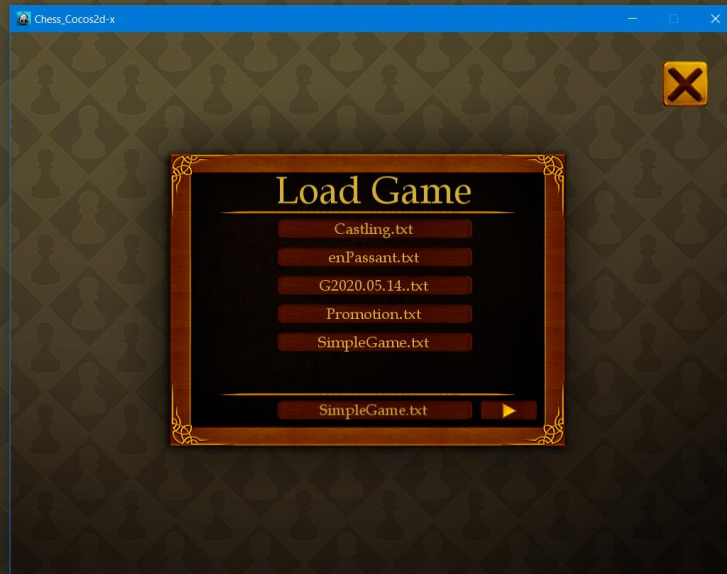
## NewGame scene, tests intentionally failed



**NewGame scene, promotion layer**



**SaveGame scene (existing files are shown in scrollView)**

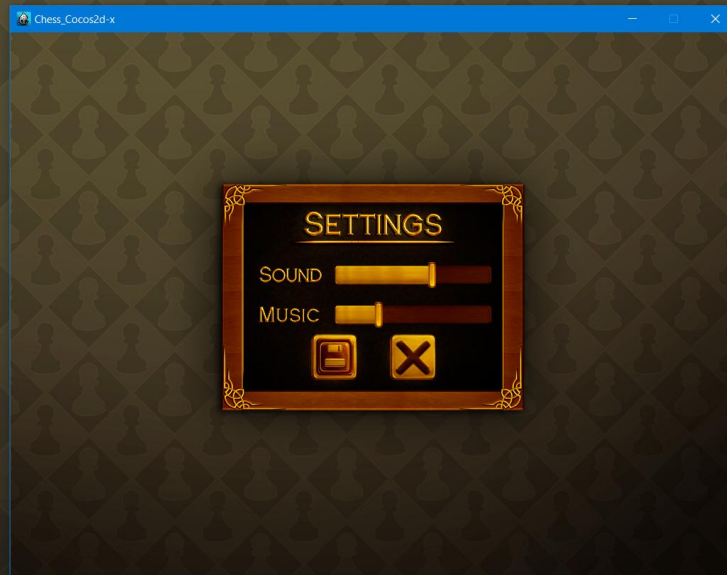


**LoadGame scene (buttons with existing filesNames)**



**NewGame scene, game is loaded**

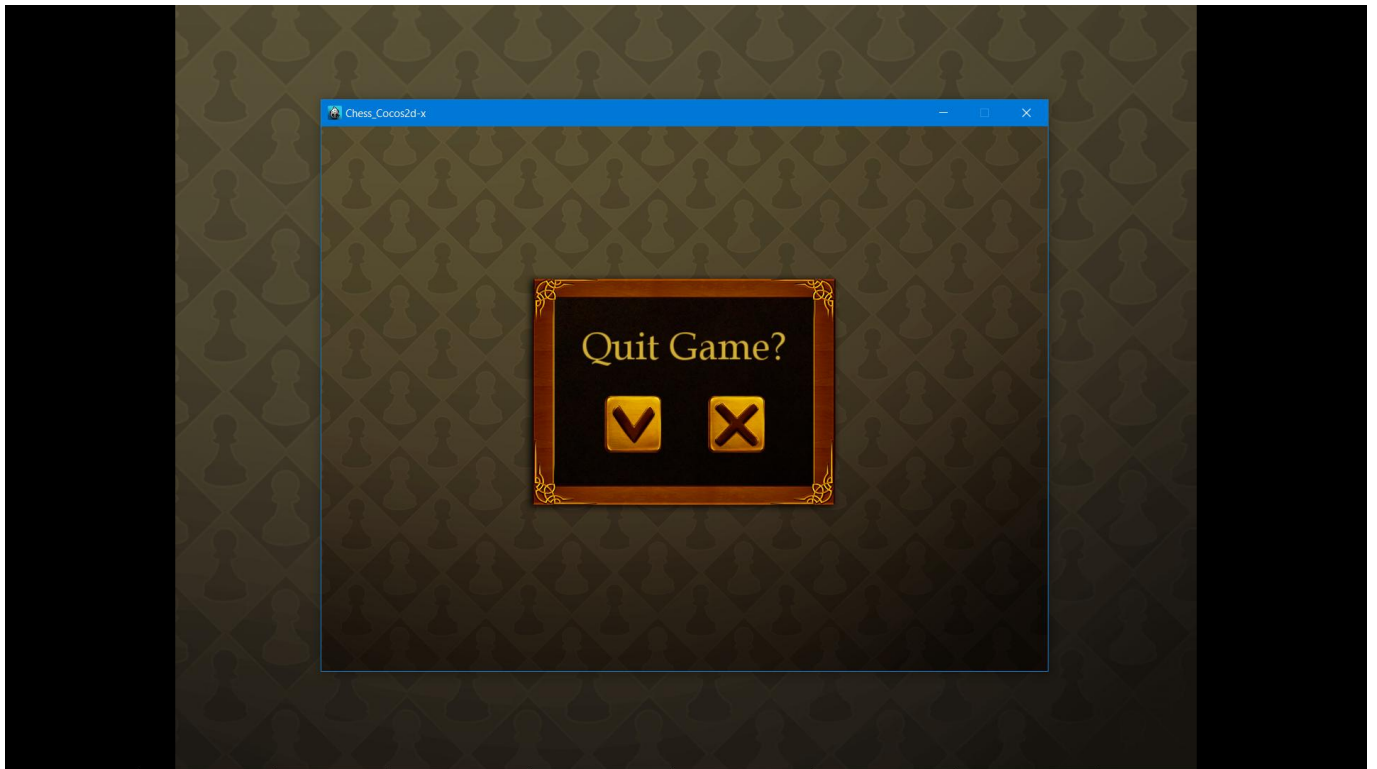




**GameSettings scene**



**CustomGame scene**



**QuitGame scene**

**Thank you for your attention!**