

Comp2526 Assignment 2A

Purpose: To build on your knowledge of OOP and software development with a larger project and more freedoms.

Description: For part A of this assignment you will focus on a collection of classes to support a Chess game, developing a playing area (board) with appropriate GUI components and layouts, and respond to simple player movement via clicking on a square with a piece and then clicking on a free square to move it.

YOU ARE NOT REQUIRED TO HAVE CORRECT CHESS PIECE MOVEMENTS!

YOU ARE NOT REQUIRED TO HAVE "TURNS"

During the first week (week 4: Monday Jan 28) you will work on your design and obtain feedback from your lab instructor on your design. Your design must be handed in by Friday at 5:30pm in week 4. Your final code must be very similar to the design you handed in. Up to 20% can be deducted from your mark for failure to follow your design. Your design should contain the main classes you will need, relationships between them, and the major methods and attributes for each class. Be prepared to defend your design. You will need to provide a final design that matches your code with the code handed in.

For the second week there will be a milestone check at the end of your 2nd lab where you will demonstrate your game board (squares that alternate black and white as a chess board does – 8x8 board). Also if you click the mouse on a square you do something to demonstrate that the square "heard" the click (change colour, draw a message, whatever that is obvious to your lab instructor).

Marking Guide

Function	Mark
Milestone	20
Good set of classes used	20 (1 st and 2 nd designs, matching code)
Proper layout of board and pieces	20
Simple player movement correctly working	20
Good coding practices used, followed lab instructors req.	20

MILESTONE DUE DATE: WEEK 5 in LAB

DUE SUNDAY February 10 at 11:59 PM