CMSI 1010

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Milestone 1

Currently for our project, we have partially reached Milestone 1 as outlined in the Project Proposal. The graphics for the pieces, board and user interface are working, displaying, and are futureproofed in a few ways to make getting the next steps as seamless as possible. The white and black pieces are individual sprites made by me (John Chang), each blited and bound to coordinates that are movable and not permanently locked to any other asset. This will allow movements for the pieces within the created board using the grid drawn in "def draw_board:" starting on line 117 as of the main version on 11/30/23. Additionally, there is a "forefit/restart" button with partial functionality that will be expanded on in the future.

The things that are behind schedule are this Milestone 1, as well as the fact there are no classes for the pieces created or implemented yet. The reason for this was due to outside factors and responsibilities piling up, and on my end a number of family emergencies. Milestones 2&3 will be done and the overall project will be able to be finished by the presentation date, hitting the minimum viable product by december 5th, and possibly having future expansions as listed done by the 12th (although, subject to change due to finals and other responsibilities). Down below is a bulletpointed version of this.

Project Standing as of 11/30

- Implemented
  - Fonts for text
  - Pieces and graphics
  - Board and user interface
- Backlogged (to be completed ASAP)
  - Classes for pieces
- Upcoming
  - forefit/restart button
  - Movement methods for pieces
  - Capturing pieces and moving them to sidebar
- Future Expansions (subject to change)
  - AI opponent
  - Special movement rules
    - En passant, castling, etc…