



# Fairy Chess

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# Objectives of the Language

- Allow the programmer to create new fairy chess pieces (e.g. amazon, empress, princess, etc.)
- Allow the programmer to create new board sizes and shapes (e.g. 10x8 square grid, radius 6 hex grid, etc.)
- Allow the programmer to specify the initial array of pieces on the board, either statically or randomly.
- Allow the programmer to encode special rules such as en passant, castling and dropping captured pieces.
- Running the program allows you to play the game, either against yourself or an AI opponent.

# How to create pieces

- (define knight (full-symmetry (jump-to 1 2)))
- (define bishop (full-symmetry (slide (jump-to 1 1))))
- (define rook (full-symmetry (slide (jump-to 1 0))))
- (define queen (combine rook bishop))