**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 29) you will work on your design and obtain feedback from your lab instructor on your design. Your design must receive an OK by the 2nd lab of this week. Failure to obtain design approval will result in a loss of 20% of your mark. Your design should contain the main classes you will need, relationships between them, and the major methods for each class. Approval will be based on how well thought out your design is. Be prepared to defend your design.

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

Proper layout of board and pieces 20

Simple player movement correctly working 20

Good coding practices used, followed lab instructors req. 20

MILESTONE DUEDATE: WEEK 5 in LAB

DUE SUNDAY February 11 at 11:59 PM