Multipel pieces:

To be able to add more pieces to the game, there were something which needed to be fixed and some new stuff there had to be added to the game.

First, add more pieces. When two players now starts the game three rows with pieces on every gray squares will be shown.

We needed then to make sure that the pieces can’t be placed on top off another piece, that the program will search for jumping opportunities in both directions, that the right piece would be removed and that the player only would be able to move the jumping pieces. When you can jump over an opponent's piece, you must jump.

The program also need to know that if two pieces, in different color, were facing each other, there only is a jumping opportunity, if there aren’t another piece behind the piece that is going to be jumped.

When we were trying to implement some of that stuff into the basic game, we ran into some problems. The basic game only needs to be aware of two pieces, and the advance game has three lines of pieces, it needs to keep track off. So to fix the problems we had, we needed to change the method that searches for jumping opportunities, to contain two arraylist of possible jumping pieces. So instead of  the method only were aware of two pieces it now check every piece of it’s jumping opportunities.

With all the change that we need to add and make for multiple pieces, it would possibly have been easier to add more pieces to the other idea we had for the basic game.