**CS205 Final Project Sprint One Tasks**

**TASKS: PIECES**

(2) Create General Piece (Legal move function + Piece drawing)

(2) Create Guard Piece (Legal move function + Piece drawing)

(2) Create Horse Piece (Legal move function + Piece drawing)

(2) Create Elephant Piece (Legal move function + Piece drawing)

(2) Create Chariot Piece (Legal move function + Piece drawing)

(2) Create Cannon Piece (Legal move function + Piece drawing)

(2) Create Soldier Piece (Legal move function + Piece drawing)

DESCRIPTION:

Creating Piece rules and icons:

-Make a subclass of Piece class.

-Piece drawing: The icons on the original Janggi pieces were difficult to tell apart, as we are not familiar with the characters of the language. We will instead come up with simple, distinguishable symbols for the piece icons.

-Legal move function: Every piece has a different rule for moving on the board. This task is for creating a function to calculate the legal BoardPoint places the piece can move to, based on its rule of movement.

Return array of BoardPoints.

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**TASKS: OTHER**

(1) Add Enums: Piece types and Teams

(1) Added functionality to click on a Piece and have its legal moves highlighted

DESCRIPTION: We want enumerated types for each piece(General, Guard, Horse, …) and each team (Teams are Green and Red). We also want the board to highlight/mark the legal moves that have been calculated by the pieces.