Programming Project Specification

For my project I would like to use pygame to create a Draughts game with referenced art assets for the board and pieces.

The code will allow the player to face off against an AI opponent or another human player locally, using the same PC. I aim to have two AI difficulties, one which plays legal moves at random and another that incorporates a minimax algorithm, making the game harder and challenging the player further. I also plan to incorporate as many of the rules of Draughts that I can, going beyond the simple ruleset and including the ability to reach the end of the board and crown your piece, making it a king, allowing it to legally move both forward and backward. Jumping and capturing multiple pieces will also be possible and players will have to jump and capture a piece if they are able to do so. If they do not, the opponent will be able to “huff” their opponents’ piece, removing it from the game. The player will be able to play single/multiple games with their wins/losses/ties being stored as well as other statistics such as pieces captured by the player, their opponent, “huffed” pieces, pieces crowned etc. I also aim to include a save game feature.