Post Project Report
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The only program that can be run is ChessGame.java which simply can be run with its main method. From there forward the normal rules of chess apply, and white moves first. Pieces are moved by clicking on them and selecting one of many highlighted squares that are valid moves. An object oriented design was used by creating an abstract class called piece, which covered the basics of a chess piece, with specifics in each distinct piece. We also used an abstract class called MovedPiece which accounted for all of the pieces that had special characteristics after being moved. The chess pieces used were all imported images, however the board was made using Java graphics, with each square split up into its own graphics panel. The pieces were also animated, showing the piece moving from the initial click through to the valid move click. For data structures, we housed the logic side of the pieces in a 1d array, and all of the "squares" of the chess board in a 2d array. We also used many arrayLists to house valid moves and more such as illegal moves, pseudo illegal moves, and how far away to the edge of the board a piece is, etc. I feel that during past classes and during this year's we hadn't gone in depth into loading and using/changing/updating images during animation or generically in graphics. I feel as if we worked with images very well and achieved a pleasing look for our chess game. Javadoc was scattered throughout our code, however we had gone back through and fixed a large amount of it. Collaboration on github was very helpful, as each of us could work individually with other's updated code, or we could all work together at the same time while one person codes and the other can update theirs as they go along. Github had also helped if one of us had accidentally overwritten someone else's code with a force push. It allowed us to retrieve the original code and update the forced push code to include all of the working code. Overall, this project was a lot of hard work, but turned out to be a huge success.