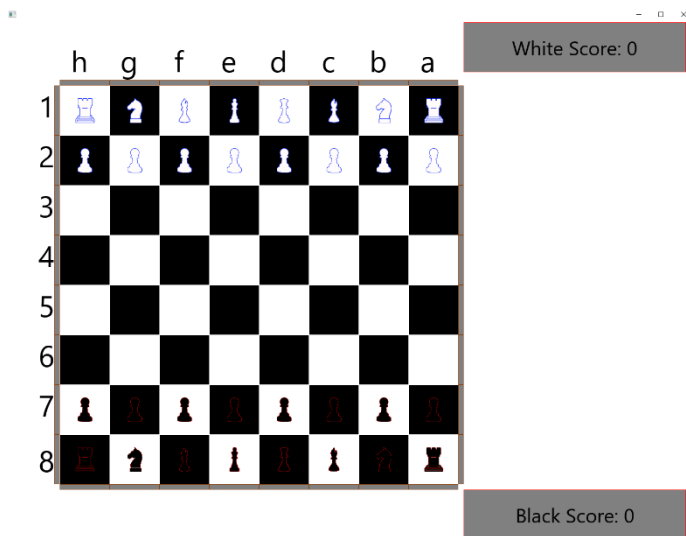


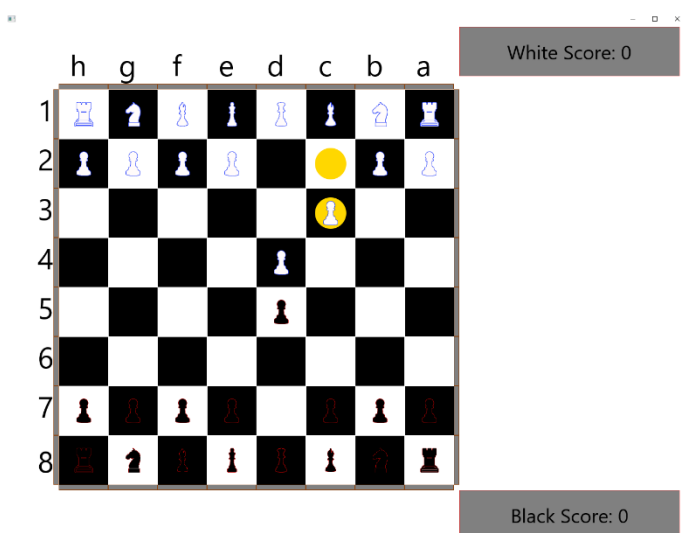
```
# Chess
MitchellGray100@gmail.com
https://github.com/MitchellGray100/Chess
```

JavaFX based Chess Game.
It's chess

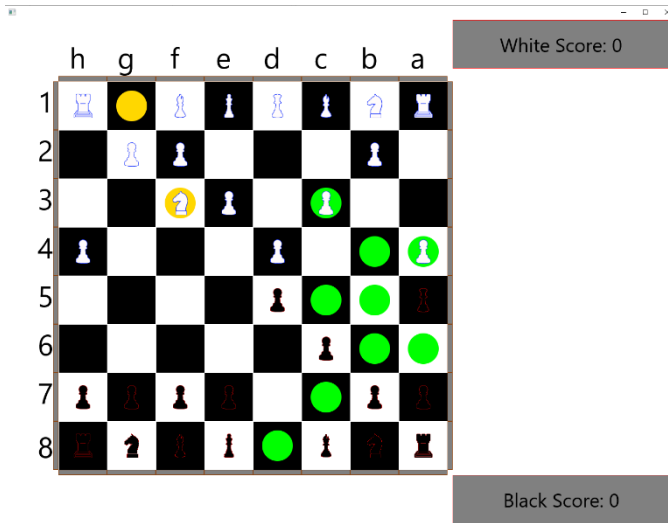
As a personal project, I created a representation of Chess in Java that allows chess pieces to make valid moves, checks if the king is in check or checkmate, determines if a player is in stalemate, changes the piece scoreboard as the game goes on, checks if a piece is being protected and/or protecting another piece, and has a custom AI that uses MiniMax techniques. The project is displayed with JavaFX.



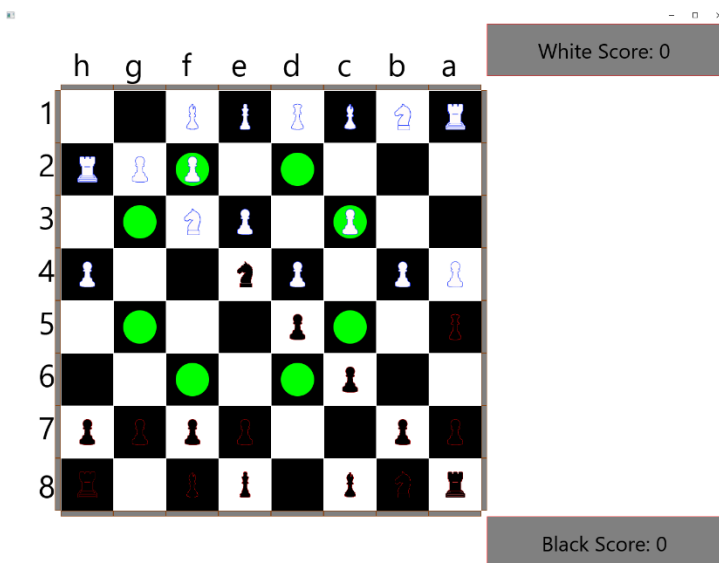
Start of game



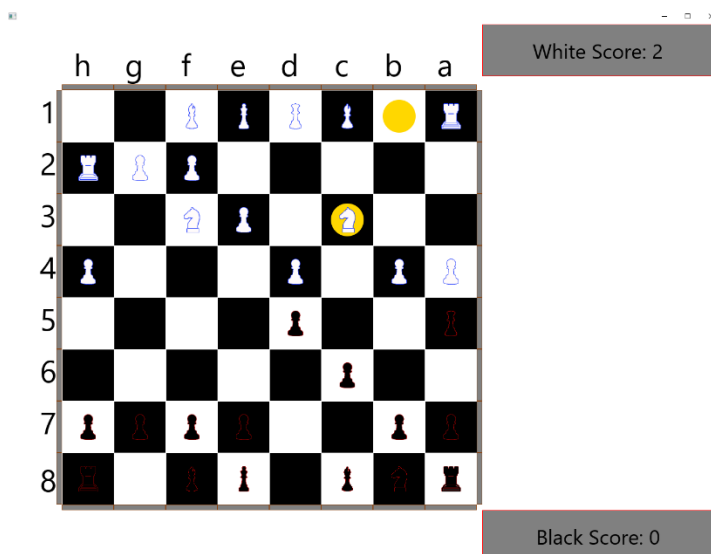
Yellow dots show the last piece to move and where that piece moved from.



Green Dots appear when clicking on a piece to indicate it's a valid move



The d4 knight will take c3 pawn to gain 1 point.



The AI uses the b1 knight to take the c3 knight to gain 3 points. Points balance out to 2:0.