

Chess game application:

Description:

Game between first player → white figures and second player → black figures.

All basic movements are performed:

1. White Player clicks on any of his figures.
2. Then he clicks where he has to change his location -> the condition must be the correct move for the figure.

View of the chessboard:

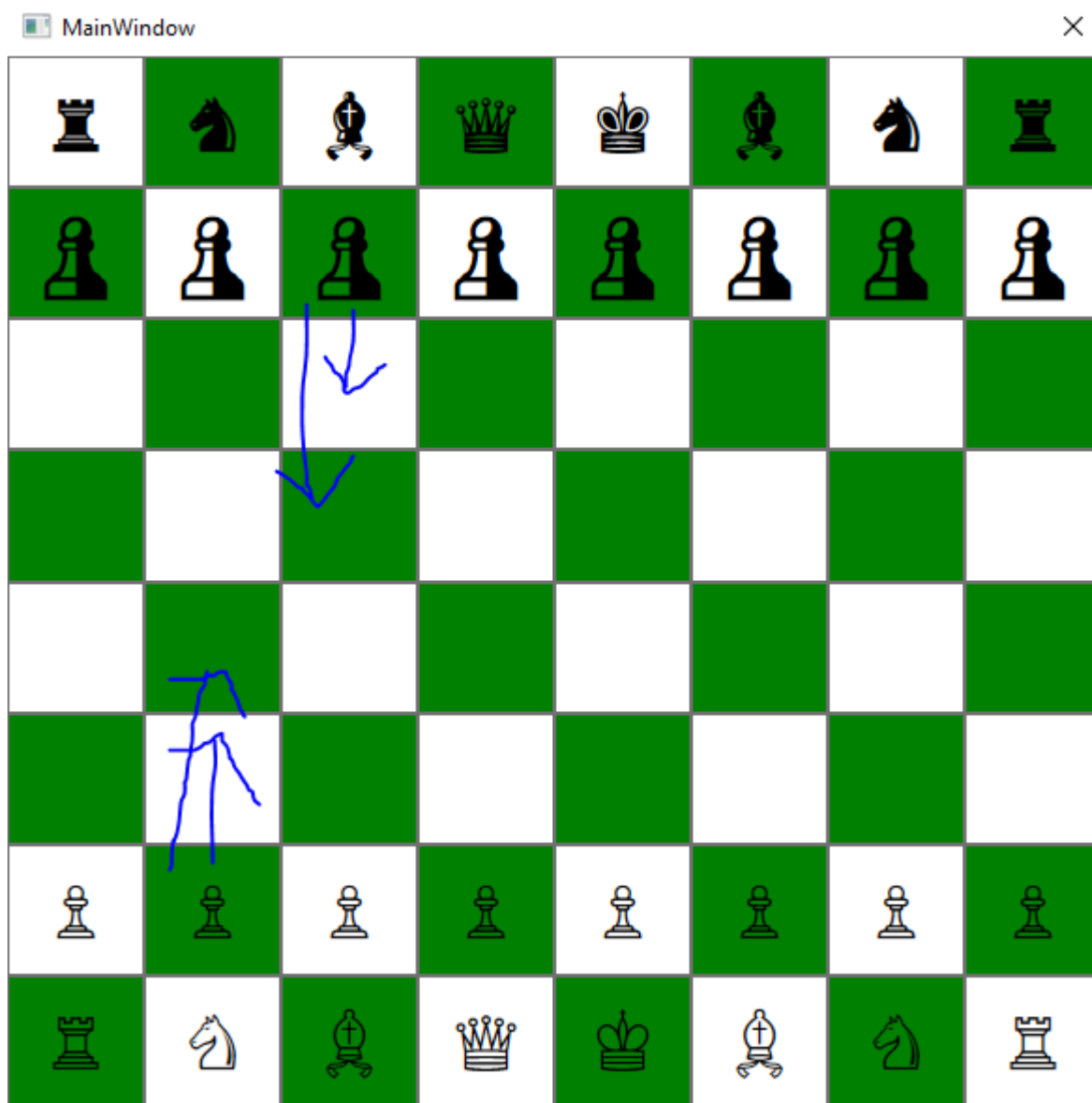


The player with white figures starts.

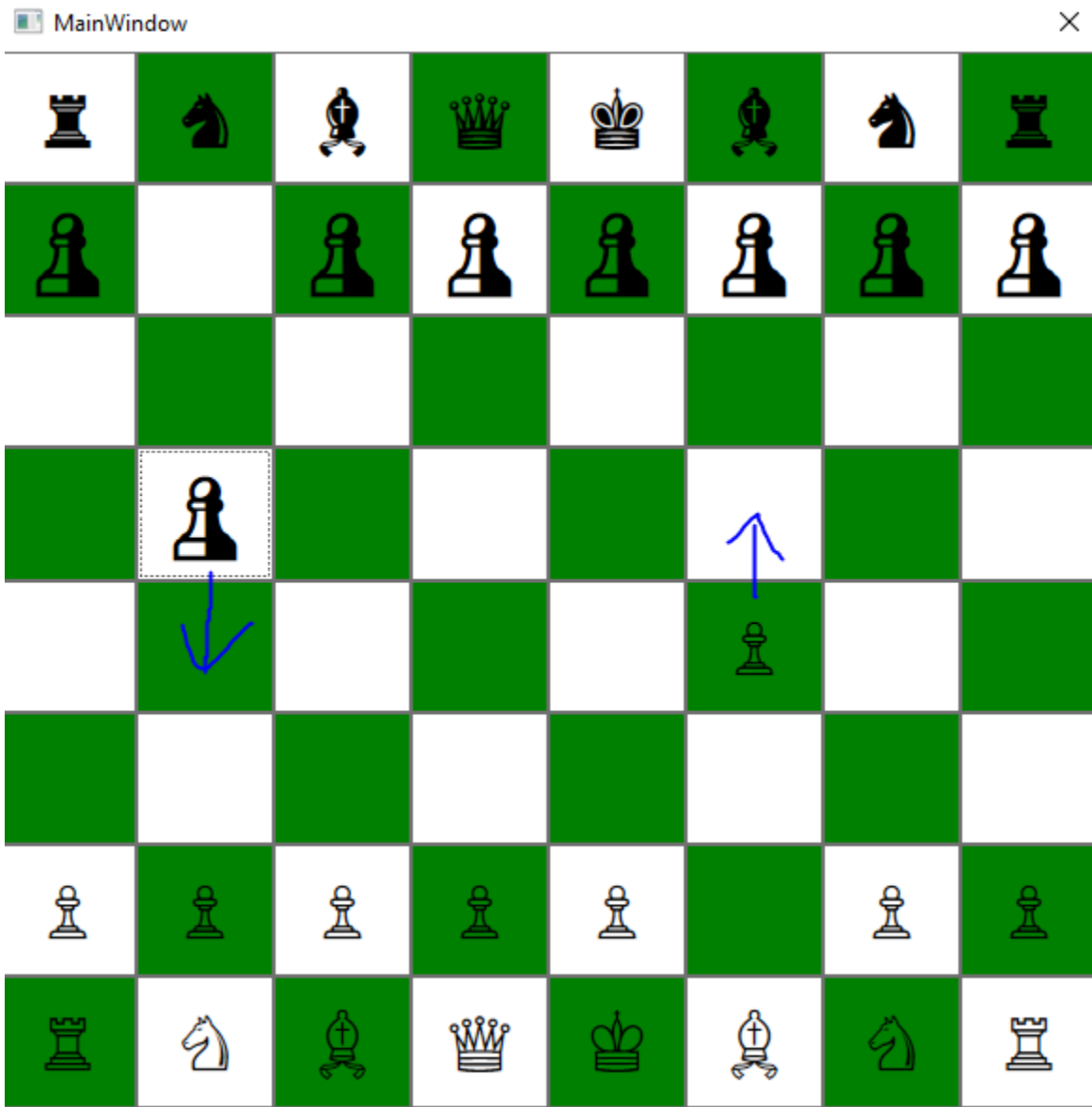
Figures movements:

- start of the game

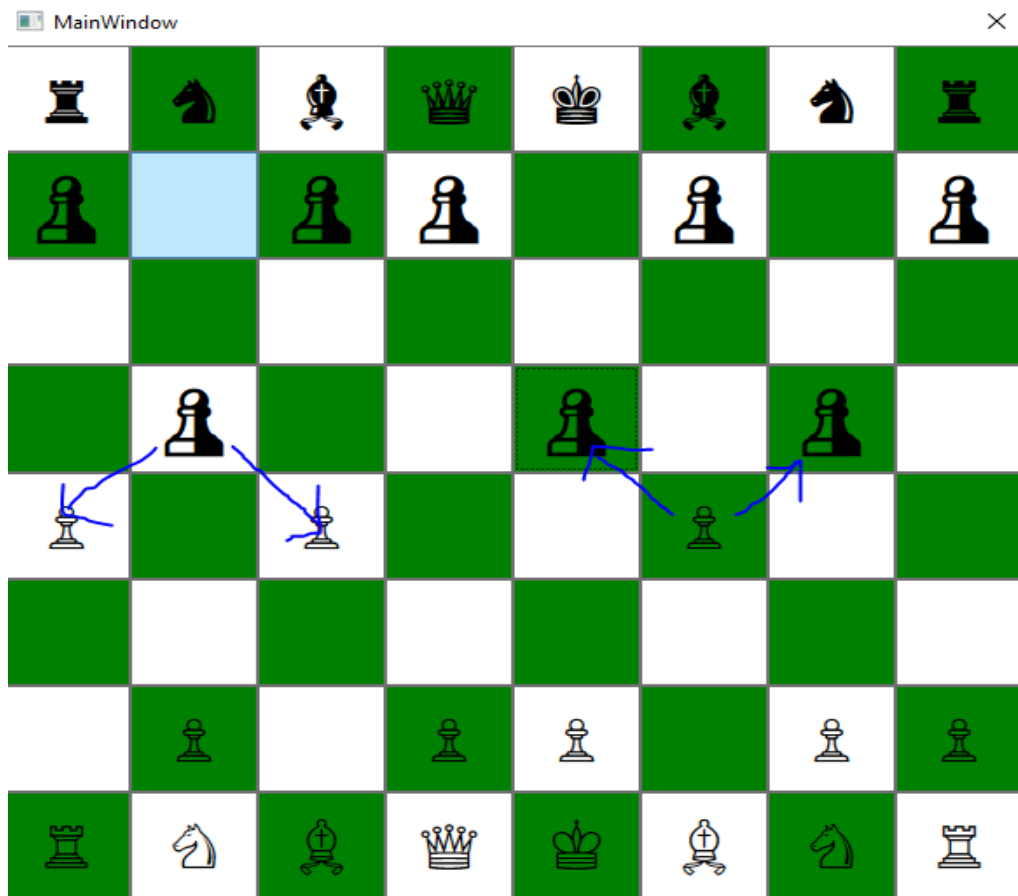
- pawn movements:



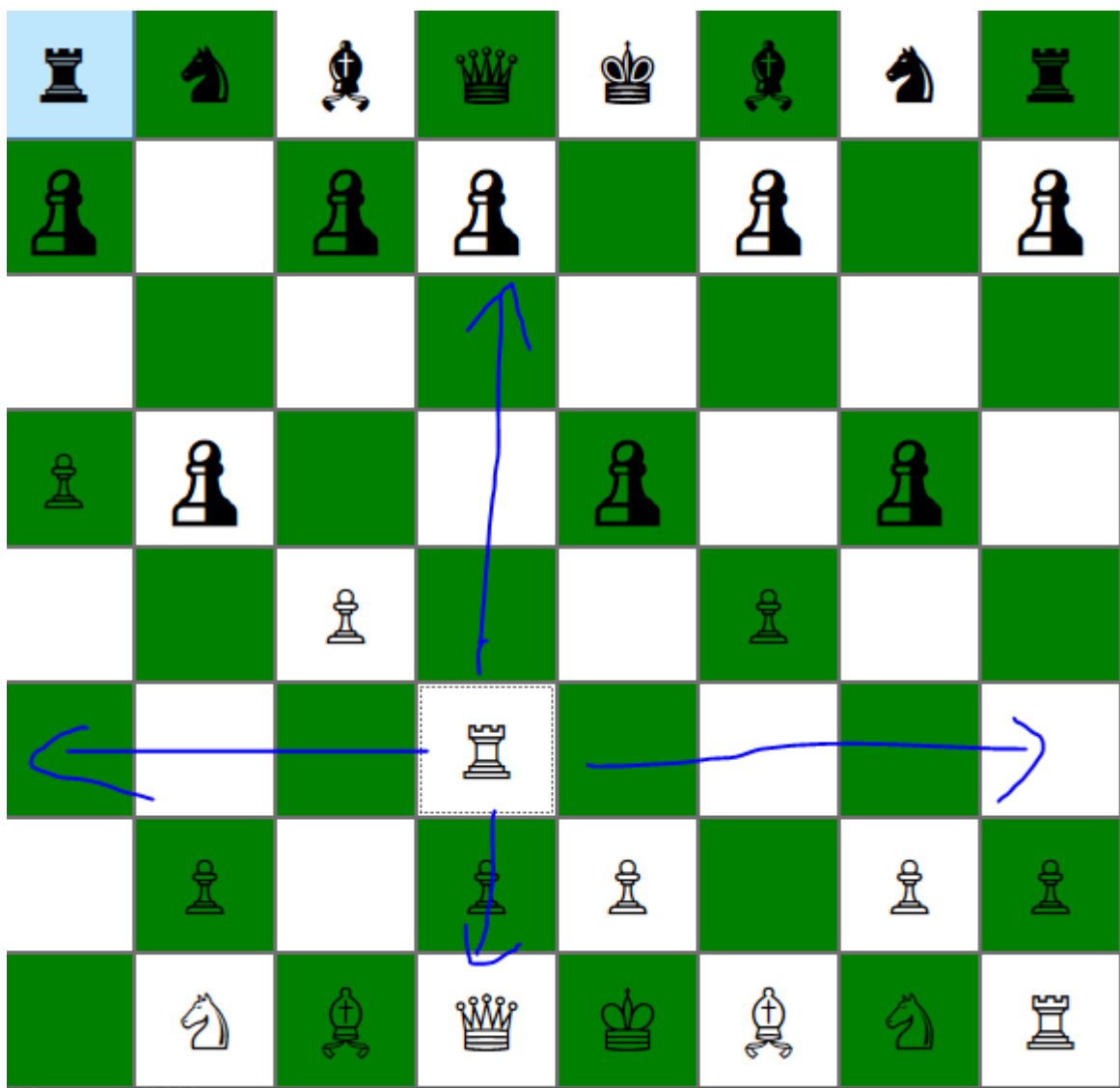
first pawn move



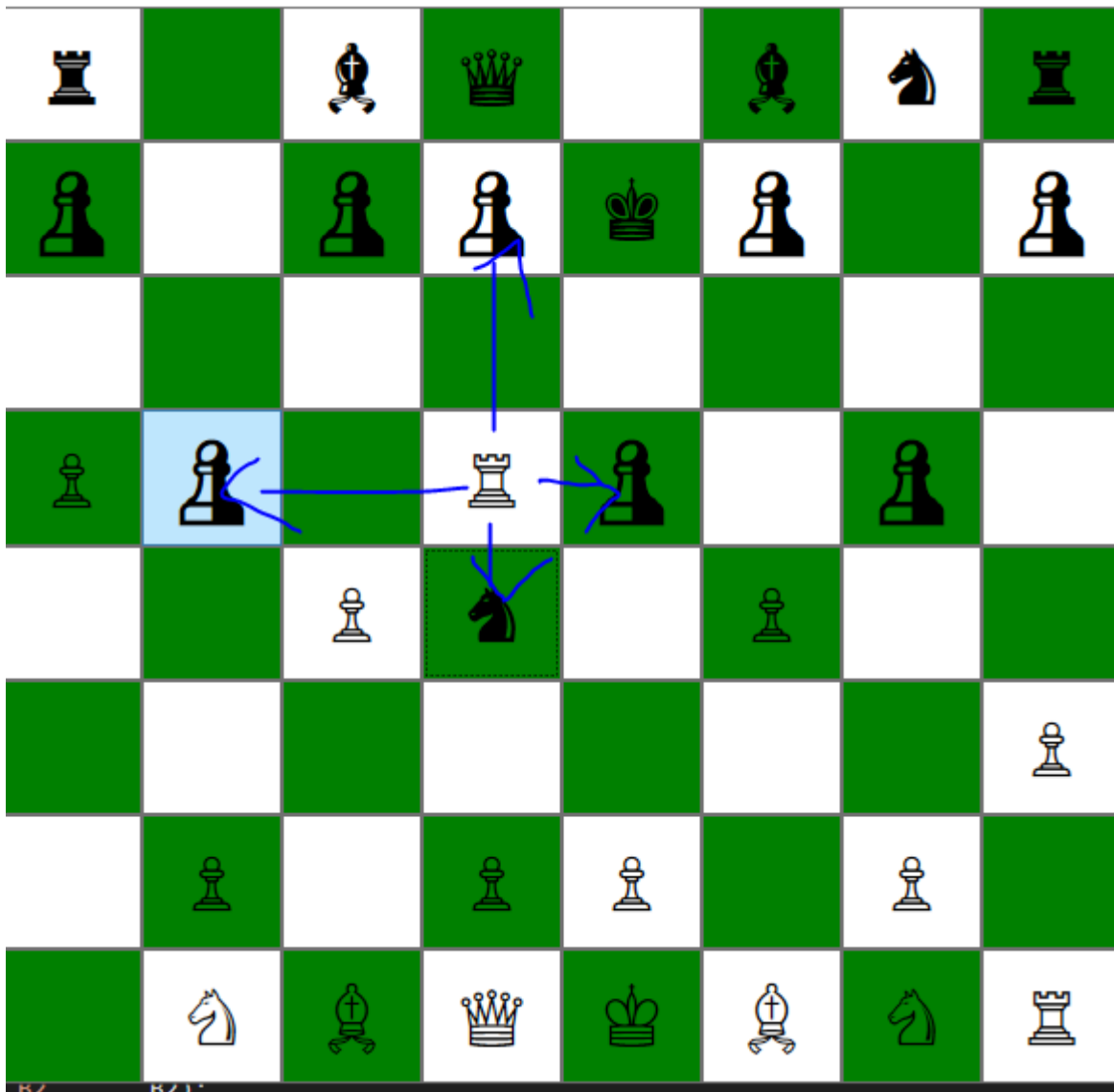
next pawn move



- rook movements:



rook move

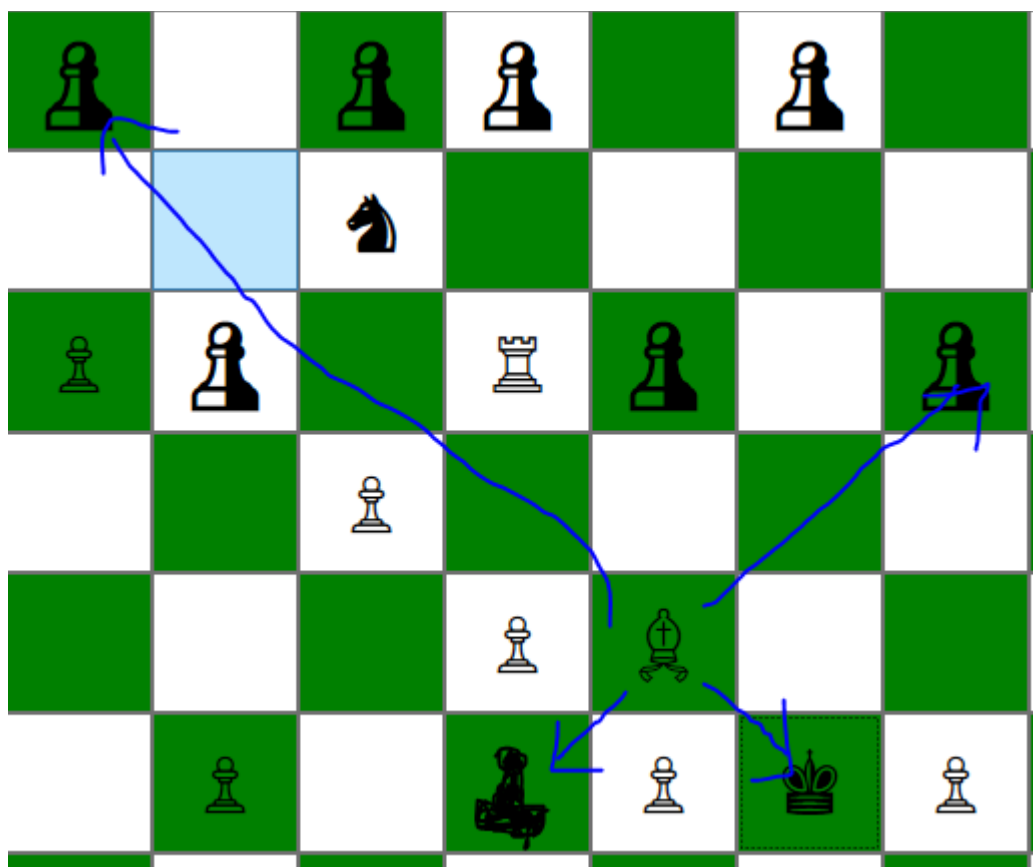


beats a figure

- bishop movements:

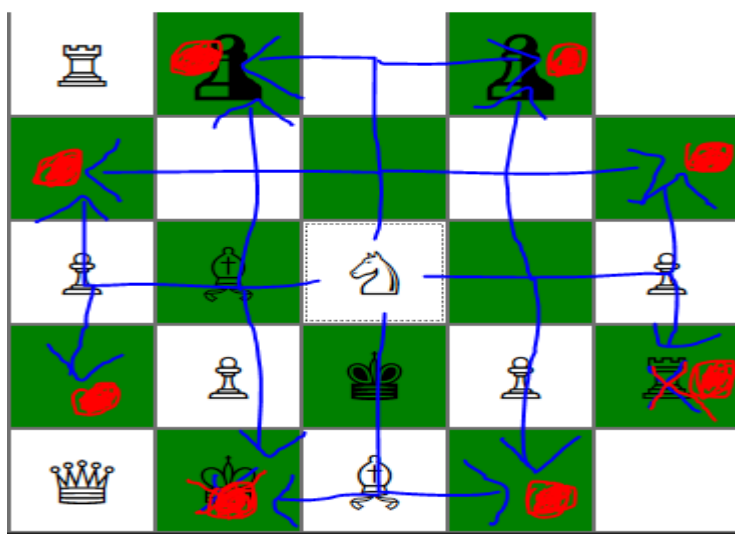


bishop move



beats a figure

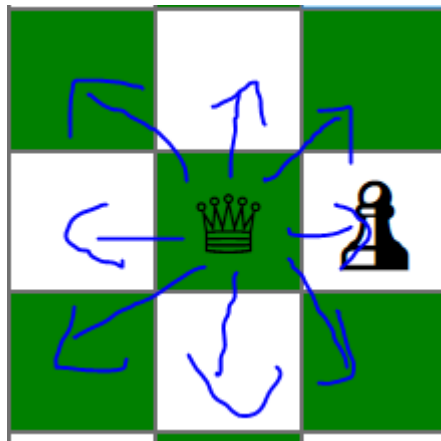
knight movements:





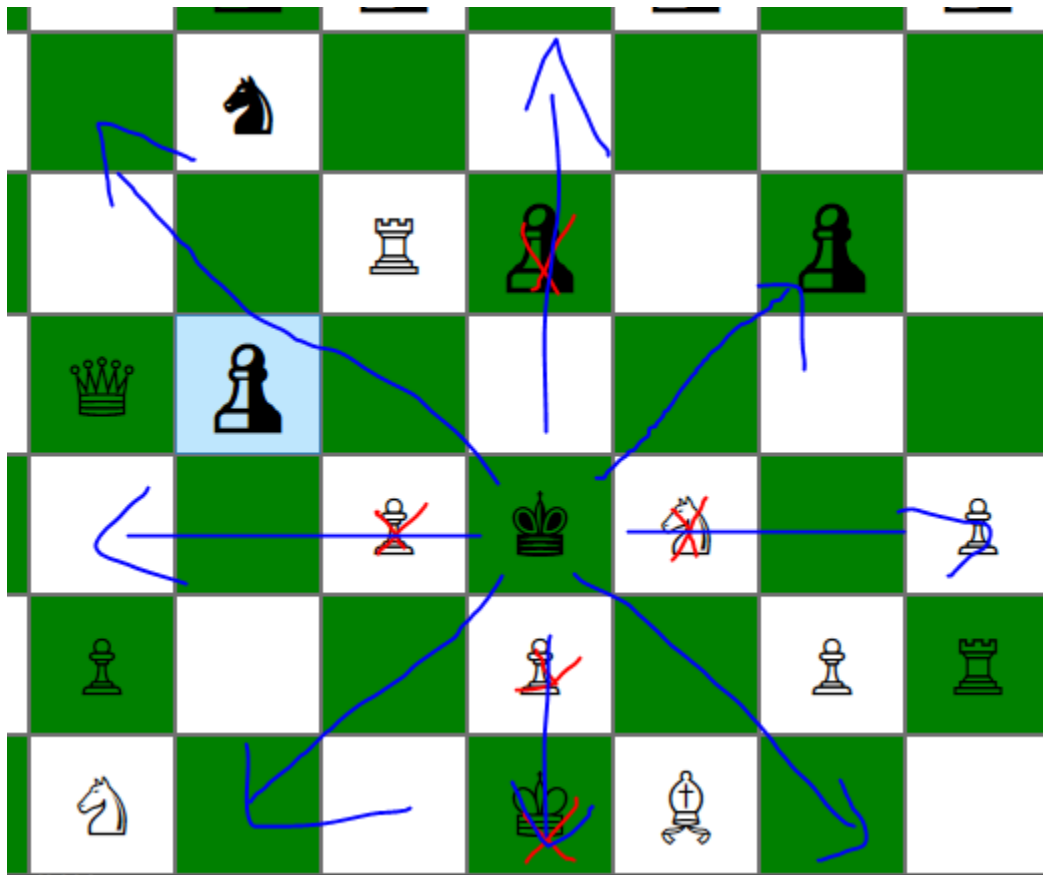
knight -> the same moves, the same beat a figure

king movements:

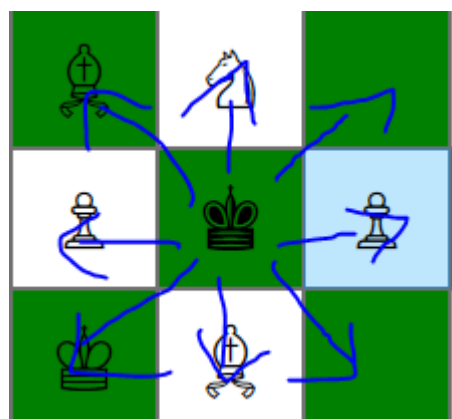


king → the same moves, the same beat a figure

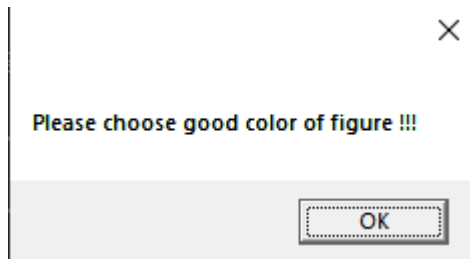
- queen movements:



queen move



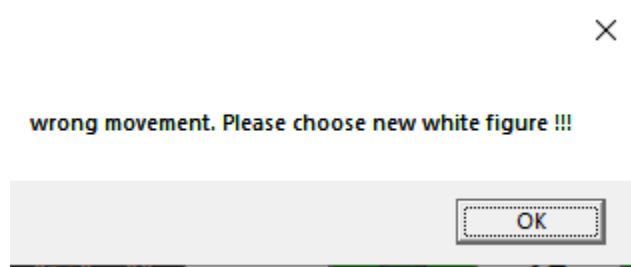
beats a figure



A given message pops up along with a short sound that there has been an illegal movement.

Types of abnormal movements:

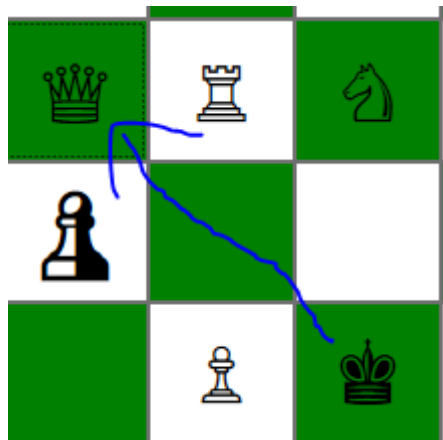
- when the correct order of movements is not followed -> white figure, black figure, white figure, black figure.
- when one of the players clicks on the empty field.



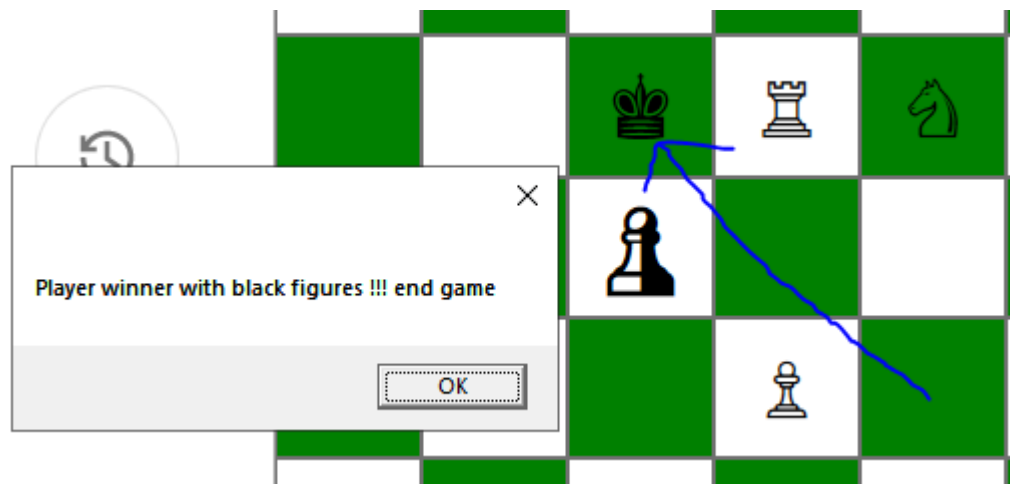
A given message pops up along with a short sound that there has been an illegal movement.

Types of abnormal movements:

- when any player clicks in the wrong place while moving



Game end when you beat the king.



The message that the player won and a short song for the winner are shown. You have to click "OK" and the application is finished.