Designing chess

Gather requirements

1. Chess will have different pieces
2. Pieces of 2 colors
3. Piece can have its own move strategy
4. 8\*8 board
5. 2 players
6. Board will have 64 cells
7. Move consist of two cells, which player, which piece
8. Game should start from random player.
9. Game should support undo.
10. Game ends - status - in progress, draw, win
11. Game should have a winning strategy.
12. Players will have timer.

Undo solution

1. list<moves> — TC
2. Board — SC

Class diagram -

Piece

Enum Color

Enum PieceStatus

CanMove(board,x,y)

move(x,y)

Knight , pawn, queen , king, bishop, rook

<<Color>>

White

Black

<<PieceStatus>>

Killed

Active

Board

size

List<List<cell>>

Cell

Row

Col

Piece

Move

fromCell

toCell

Board

Player

Name

Color

Int Timer sec == 60sec

Game

Players[2]

Board

list<moves>

Status

winningStrategy

Time

last\_index\_move

WinningStragtegy

checkWin()

Status

Inprogress

Draw

win