jChessFX - Work Distribution Table

	Jean	Paul-Maxime
Board of 8x8 squares	Displayed the black and white board, placed the pieces at their default position and loaded the images. Also found the awesome assets.	Copy/pasted the template and filled the *Application*, *CustomControl* and *CustomControlSkin* classes.
Highlight selected piece		Added the green squares displaying where the selected piece can move.
Pieces behaviour (basic movement, capture, line-of-sight)	Allowed the player to select a piece and move it anywhere on the field, without any check.	Made the *canMoveTo*, *canCaptureTo*, *hasLineOfSight* virtual methods and the function checking if a move is possible in the game logic.
Stalemate detection	Detected whenever a player is stuck because not able to move any piece and when no player is able to reach checkmate because of the lack of pieces.	
Check and checkmate detection	Detected when the king is attacked by the opponent and prevented the player from moving a piece if his own king is in check in the resulting board state. If no movement is possible, it is a checkmate.	
Reset button and status bar		Added a status bar at the bottom of the app, containing a single label with a lot of useful information.
Timer and clocks		Added a timer to the game logic and displayed the timer in the status bar.

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Animations		Animated the movement and capture actions using JavaFX transitions (translation and opacity).
Drag and Drop	Just because someone asked about it on the forums, added the drag & drop in addition to the double-click mechanism.	
Castling	Allowed the king to move to the castle position during his first move, effectively moving two pieces at once.	

En passant	Added the *En passant* rule to the pawn. This is the only move able to capture a piece in another square.	
Pawn promotion	Displayed a menu allowing the player to choose a new piece type whenever a pawn reach the end of the board.	
Menu (escape)		Added a menu showing when using the ESCAPE key. It pauses the game and contains buttons to resume, reset and quit.
CSS Stylesheet	Improved the theme by adding hover and click styles to the buttons of the two menus (game menu and promotion menu).	Created a stylesheet and added it to the application. Used it everywhere in the application to replace many java functions like *setStyle*.