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|  | Jean | Paul-Maxime |
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| 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. |  |

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| *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*. |