Talpiot-Hitech

Checkers Project - Basic

You will be building a simple checkers game web application, where 2 players can play a game of checkers locally on a computer.

Instructions:

Client –

1. The client side of the application will be built with Vanilla HTML - Javascript - CSS.
2. What you need to create:
   a. Need to programmatically create the board and the players pieces.
   b. Need a resign button, where a player can resign from the game, which will end the game. The modal will contain two buttons, **Yes** and **No**.
   c. Need a draw button, when pressed will pop up a modal that will ask the opposing player if he would like to draw. The modal will contain two buttons, **Yes** and **No**.
      i. If the player chooses yes, then the game will end.
      ii. if the player chooses no, then the game continues.
   d. Need a modal that pops up at the end of the game which tells which player won or if the game ended in a draw.

Emphasizes:

- The movement of the pieces should work as follows - The player will first press on the piece and then press on the square he would like to move to.
- The checkers game has many versions with different rules. You can choose to build your game logic with whatever version you would like, however the game **must implement burned pieces**. This means that if a piece had the option to capture an opposing piece and he didn't do so then he would be burnt. Another must have rule is multiple captures. In case you capture, and you can capture again, the player **is obligated to continue capturing in that same turn.** Only when no more captures are possible, should the turn get switched back to the other player.
- In case a player doesn't have any legal moves, the player loses. A message saying he lost because no legal moves are possible should be displayed.
- **You are not a designer, however the application should have a simple and elegant UI.g**