

Chess engine

Defining and understanding

- Learn chess rules
- Specify what functions cannot be rea...

Planning and designing

- Work out overall structure of program
- Create flowchart of a submodule
- Structure chart of full program

Implementing

- Create main function
- Create print board function
- Create function to make a move
- Create function to find moves**
 - Create normal moves
 - Create conditions for castling
 - Create conditions for pawn at end ...
 - Create conditions for en passant
- Create function that tests for check ...
- Create function that tests for stalem...
- Create save/loading function

Testing

- Written procedure on testing methods
- Testing main function runs
- Testing print board function
- Testing normal moves
- Testing castling
- Testing pawn at end of board
- Testing en passant
- Test check conditions
- Test checkmate and stalemate
- Test save/load function

