ICS4U - CPT Attribution Report Signoff

**Names: Asa. L, Chris. N, JunHu. W, Gianrocco. L Topic Name: “Chess Trainer”**

**Check the appropriate phase:**

* + **Phase 1**
  + **Phase 2**
  + **Phase 3**
  + **Phase 4**

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| Team Member | Activities Completed | Date completed |
| Christopher Notarandrea | * Coded initial client code and game board list * Coded original move validity functions except pawn(no collision) * Created capture and both move functions * Knight collision * Tested, bugfixed and Edited other collision functions and added capture to all of them * Re-edited piece functions to work with check function * Coded castle function * Researched and created Chess puzzles as well as created original chess puzzle code * Edited lessons and turned them into a powerpoint as well as added visuals * Citations and ½ help screen * Group Bug fixing | March 5th  Marth 10th  March 12th  March 14th  March 21  March 23  March 28th  April 10th  April 19th  April 28th  ongoing |

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| Team Member | Activities Completed | Date completed |
| Asa Littlejohn | * Coded Engine class   + Starting process   + Sending commands   + Evaluating position for bestmove * Coded position translator * Coded pawn move, check, and collision * Bug fixing move functions, testing * Ray tracing function * Coded check * Checkmate and Stalemate * Promotion(with JunHu) * Experience system(with JunHu) * Highlighting function * Sound * General bug fixing * Group bug fixing * Position translate reverse function | March 3rd  March 5th  March 18th  March 21st  March 22nd  Ongoing  March 28th  March 30th  April 6th  March 23rd  April 26th  April 26th  On going  On going  April 23rd |
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| Team Member | Activities Completed | Date completed |
| Lucas Teti | Made menu page  Made chess board grid  Added pieces to chess board grid  Applied test\_chess code to GUI  Created captured pieces panel with function  Created promotion panel  Created singleplayer multiplayer prompt page  Testing for AI and thread problems  Created GUI for chess puzzles and prompt screen  Applied experience system to UI  Added UI for lessons  Added back buttons in all panels  Finished puzzle prompt screens  Added delay for moving chess pieces when playing AI  Bug fixing  Group bug fixing | Mar. 6th  Mar. 19  Mar. 23  Apr. 2  Apr. 7  Apr. 9  Apr. 15  Apr. 16  Apr. 26  Apr. 27  Apr. 28  Apr. 29  Apr. 29  Ongoing  Ongoing |

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| Team Member | Activities Completed | Date completed |
| Junhu | Rook function + Collision check  Bishop function + Collision check  Queen function (Rook + Bishop)  King Collision check  Promotion function of pawn when it reaches the other side of the board.(with asa)  Experience system (with asa)  Group bug fixing  Help screen | March 8th  Marth 10th  March 13th  March 14th  March 21st  March 23rd  April 6th  April 20th  Ongoing  April 29th |

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| Team Member | Activities Completed | Date completed |
| Gianrocco Liotino | Redacted | Redacted |

I confirm that what is written above is accurate and correct and that what my partner states he did is accurate and correct.

Team member #1 Team member #2

Asa Littlejohn Lucas Teti

Team member #3 Team member #4

Christopher Notarandrea Junhu Woo

Team member #5

Gianrocco Liotino