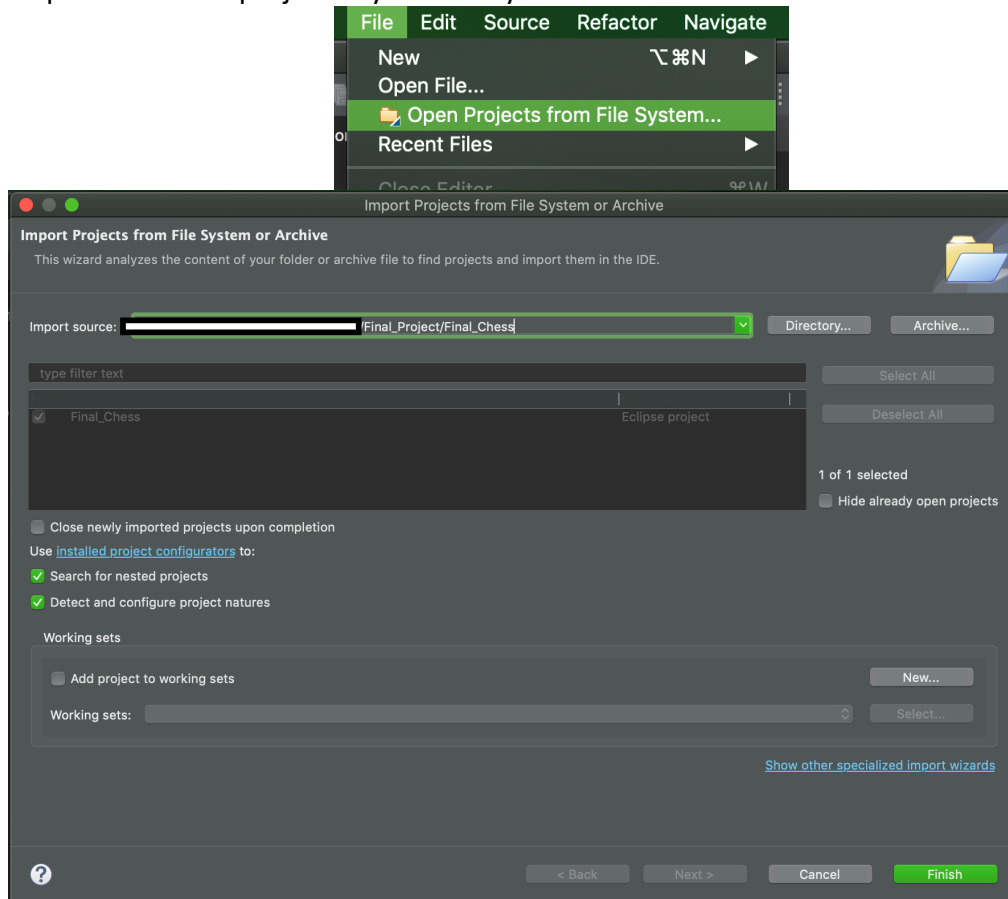


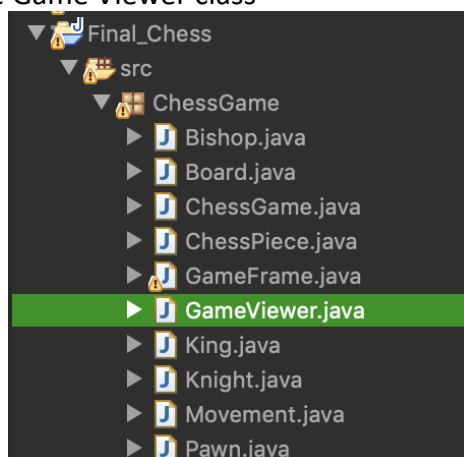
User Guide

Run the program:

- Open the entire project in your File System



- Once open, run the Game Viewer class



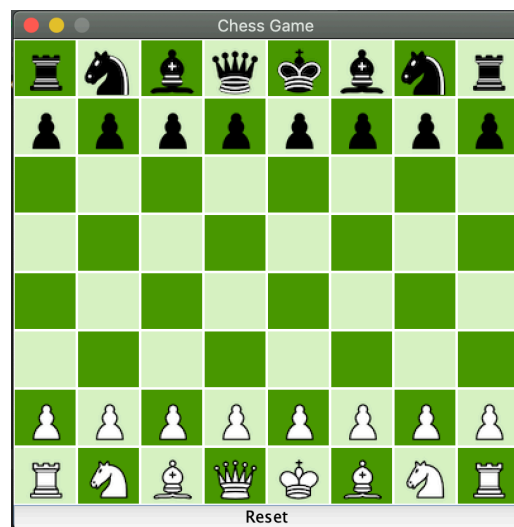
```

1 package ChessGame;
2 /**
3  * This program consists of a chess game.
4  *
5  * - A two-player board game.
6  * - Each player has 16 pieces (2 rooks, 2 bishops, 2 knights, 1 king, 1 queen, and 8 pawns).
7  * - Players take turns, and move one piece at a time
8  * - Each piece is moved to an unoccupied square or one occupied
9  *   by the opponent's piece that can be captured and removed from the board
10 *
11 * CheckMate or Game Over:
12 * - When the king of the opponent is captured and cannot escape
13 * - When one player has no legal move without putting its king
14 *   in danger, the other player wins.
15 *
16 * @author vizhun
17 *
18 */
19 public class GameViewer
20 {
21     /**
22      * Run the chess game
23      * @param args
24      */
25     public static void main(String[] args)
26     {
27         GameFrame chessGame = new GameFrame();
28         chessGame.run();
29     }
30 }

```

Chess Game:

- When the program has run, the frame will show up
- The game can be restarted by the reset button



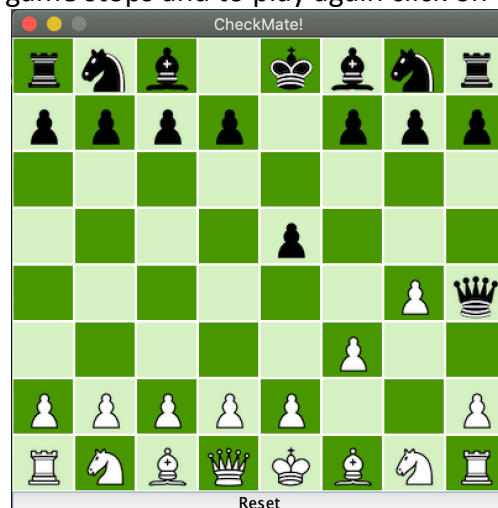
- White pieces start the game
- Select the piece that you want to move, and it will highlight the square where it can moved



- Once the game is in check, your king needs to escape from the attack



- Once checkmate, the game stops and to play again click on the reset button



Unit Test

- To run the tests
- Go to the unit test package
- Run main to make the corresponding test
- The classes present their necessary methods to be called and test