

Python Chess Game

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Focus of the project

- To develop a game without any prior knowledge
- Implement a rudimentary AI
- Establish a framework as to how to create a 2D game from scratch

Challenging Aspects

- Gui Framework
- Map Design
- Assigning team and valid moves to pieces
- AI implementation and Bug Fixing

Previous known bug (Fixed)

- Since Implementing AI, the undomove function broke and will let the AI take control of the User's side of the board
- It would not work at all for the User's turn only for the AI in general

Fully Implemented functions

- Enpassant
- Gui Framework
- MoveLog has its own gui
- The chess board itself
- Castling
- Pawn promotion
- Pins and checks are optimized



Future Implementations

- The AI that is implemented is a rudimentary AI that does not make smart moves
 - A solution to this would be to assign values to the pieces on the board and create a recursive depth search for any best moves on the board
- Gui could use a main screen gui that the user can select if they want to be black or white
- Stored Moves for AI