Documentation of Project

# Setting Up Project

## Downloading and Installing SFML.Net

Download SFML.Net from this website (we are using 32 bit lib for compatibility) :

<https://www.sfml-dev.org/download/sfml.net/>

## Setting up a new project

Follow these instructions to se up project environment in Visual Studio:

<https://instilledbee.wordpress.com/2013/05/12/setting-up-sfml-net-2-0-to-work-with-visual-studio-2012-c-projects/>

## Setting up an existing project (ie the one from Github)

Download SFML.Net from website -> unzip and place in a file at your discretion

Right click the project and select ‘add -> Reference’

Browse for the unzipped SFML.Net folder and select all of the .dll files within the ‘lib’ file

# Project Specific Formatting

## Chess Move Formatting – Long Algebraic Formatting

This will be used to pass moves to the rules function that will test if the move is legal (and will also provide extra info like if the piece has put the opposing player in check/checkmate)

# Program Structure

# Project Class Breakdowns