

Integrative Learning Product

Programación estructurada

For my integrative learning product, I am going to create a chess game in which two players can face a game. At the beginning the idea was to make the computer play against someone but it would be more complicated, so it is better for two people to play against each other. The code must print the board for the game, it is similar to the minesweeper project, then at the beginning the table will appear with the different figures or tiles that must be moved. The dimensions of the table are 8x8 because that is how they really are. As the table will have numbers to distinguish the squares, I cannot assign them as player 1 and player 2, the tiles have the same name so I need something to distinguish them so I will make player 1 have their tiles in upper case and 2 in lower case. The tiles will have names such as: rook, knight, bishop, king, queen and pawns.