Engineering 13300 Project Proposal

I plan on building a fully functional checkers game in Python

Features:

* Logical checks to only allow legal moves and follow the full ruleset of checkers, including hops and kings
* Player-vs-player support using mouse control
* Generation of checker pieces and board using only Python (No outside stock images used)

Gives information on mouse position and click

Constantly asks for mouse position and click

Movement Capture

Contains code that will read mouse movement and input to determine the desired location of the checker piece.

Asks for output after move is made by movement capture and verified by logical suite

Generates the checkerboard after subsequent move

Asks for legality on movement

Gives feedback on correct/incorrect movement

Main Program

Executes the pre-defined programs and contains some of the logical structure of the game that dictates start, finish and which functions to pull from either 3 of the other programs to integrate into one experience

Visual Generation

Contains code for the generation of the checkerboard and checker pieces and resetting the checkerboard after each game. Also contains code on what the checkerboard will look like after each move

Logical Suite

Contains code that defines allowed game mechanics, including but not limited to movement, win conditions, king generation and elimination