ES221 Project: chess with a graph

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This project aims to create a playable chess game using data structures.

**Data Structures Selection –**

I plan on implementing a directed 2d graph and adjacency lists as well as a dynamically allocated 2d array

**Algorithmic Approach –**

The main algorithms I will use are mathematical ones that determine valid and legal chess moves, including checks and checkmates.

There are unique algorithms for each chess piece, pawns, knights, bishops, rooks, kings and queens each have their own logic that must be implemented properly.

**Input & Output Design –**

I plan on keeping input and output simple, using basic cin and cout statements on the c++ console. There will be a graphical representation of the chess board, and misinputs will be handled properly.