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Checkerboard Model

Data representation:

Checkerboard

2 Piece counters, red and black, if decrement then 0 other team wins.

NxN array representing board, top left 0,0 – reds are 1, blacks are 2, empty are 0, movable are x, not movable place are blank, initialized at start.

Methods:

Location is a number pair representing co-ords on board

Getters/Setters (Location, team)

GetAvailableMoves (Passes team, location, bool king, int flag)

On button press of piece.

Left = loc up left

Right = loc up right

dLeft = down left

dRight = down right

If diag enemy team, get avail moves for that location (left for left, right for right, repeat with the d options), with flag to stop it checking further. King has no flag limit, and checks location for all four possible directions. While setting movable locations to x.

When tile chosen, update board – setting tile clicked to appropriate number, and rest changed back to 0. If moved more than 1, delete piece in between old location and new, then reset flag and get available moves(after checking opposing teams piece counter). If top or bottom board (depending on team), set king to true.