

The GUI of my Chess Game:



This GUI has all the chess pieces in the appropriate positions with the desired behavior of the white Team being on the bottom of the board. The tiles are colored in traditional chess board standards with the top right square being white and the Queens being on squares of their team's color. In order to create the GUI, you simply run the GUI.java file and it will generate this ordering of pieces by generating a new Board object and using the positions array of pieces in the Board object to determine the location of pieces. Next week, the creation of board and GUI will be moved to a Controller than maintains game play instead of having it in a main class of the GUI.