Alex Wilhelm

Enum Type

Ai,

human

Player

List<int> chipLocations

Color color

String name

Type type

Manager

Player currentPlayersTurn

Int currentPosSelected

//Creates board

CreateBoard()

//Player clicks piece and determines if it should select it

OnClickPiece(int spotId)

//Player clicks on target location and determines if the player can move there. If it can it will otherwise it won’t move and will stay on the current players turn

move(Player player, int targetLoc, int currentLoc)

//Determines if it is a valid spot to move to

canPieceMove(int targetLoc, int currentLoc, Player player)

//Checks how many chips each player has and if they are out the other player wins and checks to see if there are any possible moves for either team

checkIfAnyoneWon(Player player1, Player player2)

//Looks for a spot to take a chip, if it can’t, it will move any chip

aiNextMove(Player player)

The starting screen on the left side will have player 1 which can be ai or if you type a name, it will be a human. This will be the same for player 2 on the right side. The left side will be the black team and the other is the red team. Black team always moves first. The board will auto-generate with black team always being on the bottom side. When its your turn and you aren’t an ai you can select one of your pieces. If you click anywhere besides a valid position, it will de-select the piece. If you select a valid position, it will move your piece and move to the other players turn. (This will prevent illegal moves). After each turn, it will check to see if anyone won.