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1   Intorduction

This game is a simple checkers (draughts) implementation, created as an university project. You may use it under MIT license.

In order to start game type "python3 main.py" while in the game folder.

2 Gameplay

2.1 Basics

All pieces can move on a single diagonal in one move (exception: multiple captures).

In checkers there are basically two types of moves:

- normal

- capture

When you want to perform a normal move you can change position of one of your pieces one step forward on a diagonal line (see figure 2 on page 6). If you can perform a capture you are forced to do so.

Capture can be performed if the following circumstances are met:

- it's your move

- one of your pieces "touches" an opponent piece

- the field after the opponent piece on the diagonal is free

If, after a single capture, another capture could be performed the player is obligated to do so (see figure 4 on page 7).

2.2 Kings

After a player man reaches the last row, it becomes a king. Kings are allowed to move backwards and are not limited to move 1 or 2 fields depending on the situation (see figure 5 on page 7).

2.3 Implemented rules

The rules implemented in this version of checkcers are based on Russian draughts game variant. All implemented rules are listed bellow:

- multiple captures

- backward captures

- forced captures

- flaying kings

3 Usage

After starting the game you should see screen looking like in the figure 1.
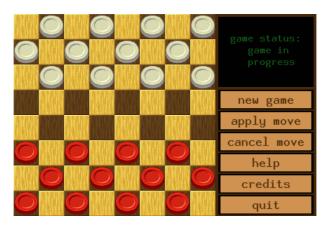

Figure 1: Starting position

When you click on the board a number should appear. In order to move one of your pieces you have to select it with "1". Then you have to point to every position your piece stops at. To see example of regular movement see figure 2, for capture figure 3 and 4 for a multiple capture. Kings can capture in the same way as is to see in figure 5
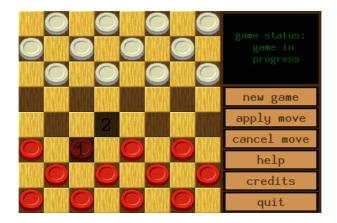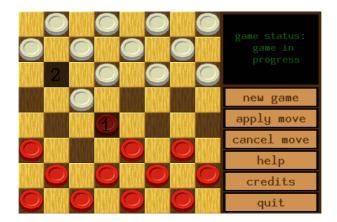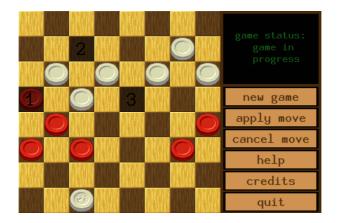
Figure 2: First move
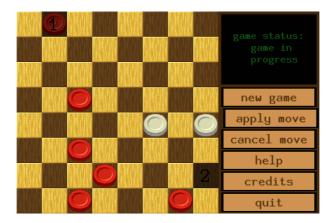

Figure 3: Capture

Figure 4: Multiple capture

Figure 5: King capture