DEVELOPER ROADMAPS

COMP3506

Csse2310 C multithreading

Not csse2002

Comp4702

Set-up initial board

“win” = False

Turn = 0

While loop 1 win = False

Turn += 1

Assume illegal move

Set “legal” to False

Set “right colour” = False

While loop 2 (legal = False) or (right colour = False)

Print the board

Ask for move

Say what piece is being moved and where to

If <piece colour> == white and (white piece for (turn ==1) or (turn%2 != 0))

Set right colour = True

Elif <piece colour> == black and (turn%2 == 0))

Set right colour = True

Else print “it isn’t <piece colour’s> turn”

If <piece> is (legal move)

Set legal = True

Elif <piece> is (legal move)

Set legal = True

Elif <piece> …

…

Else turn -= 1

print “move is illegal please re-enter”

# if illegal move then none of the if statetments will be activated so illegal stays true and while loop 2 repeats

# if legal move then whichever if statement activated will set illegal to False and while loop 2 will end

Update board with “move to” data

Check if in check

Check if in check mate