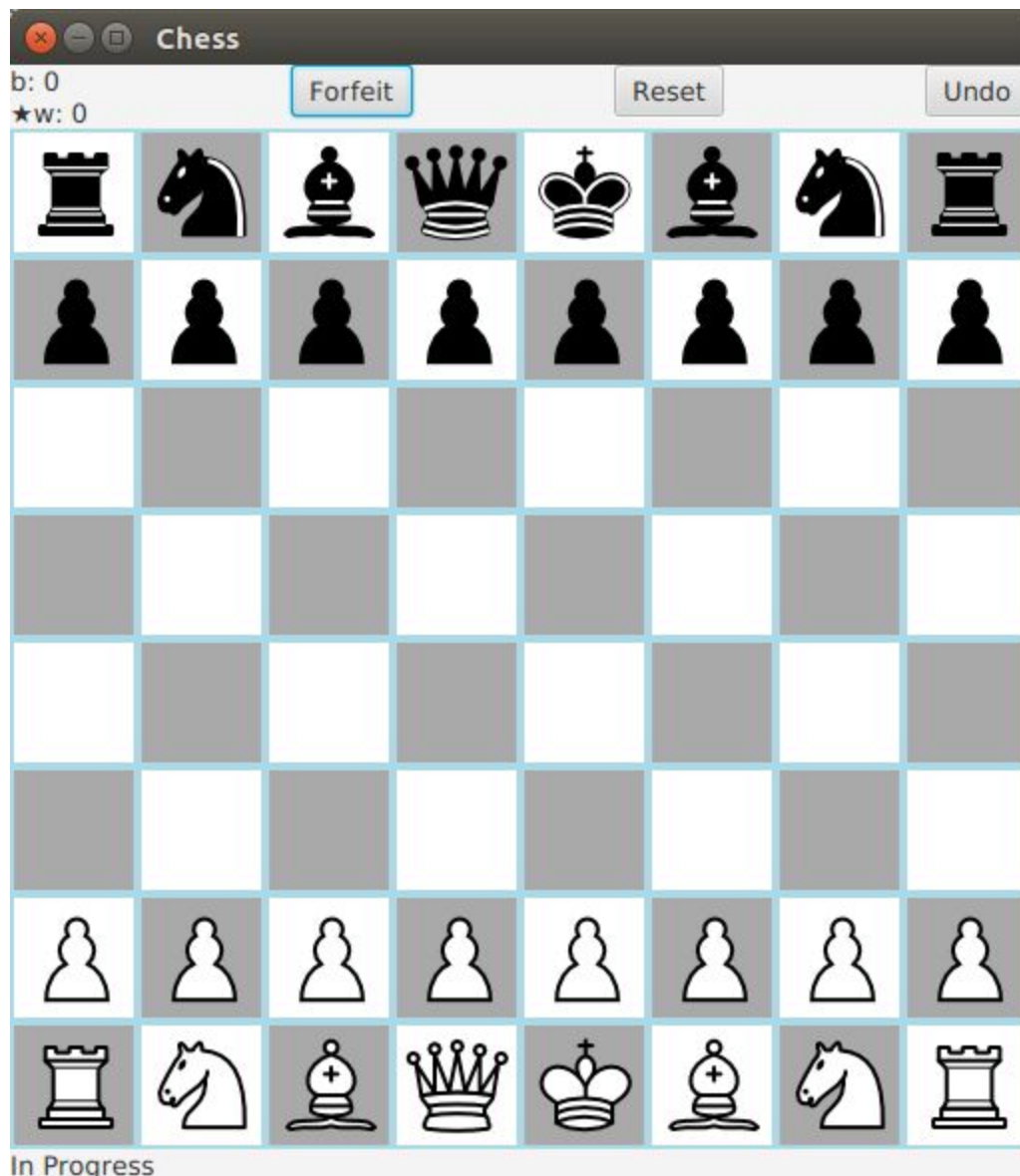
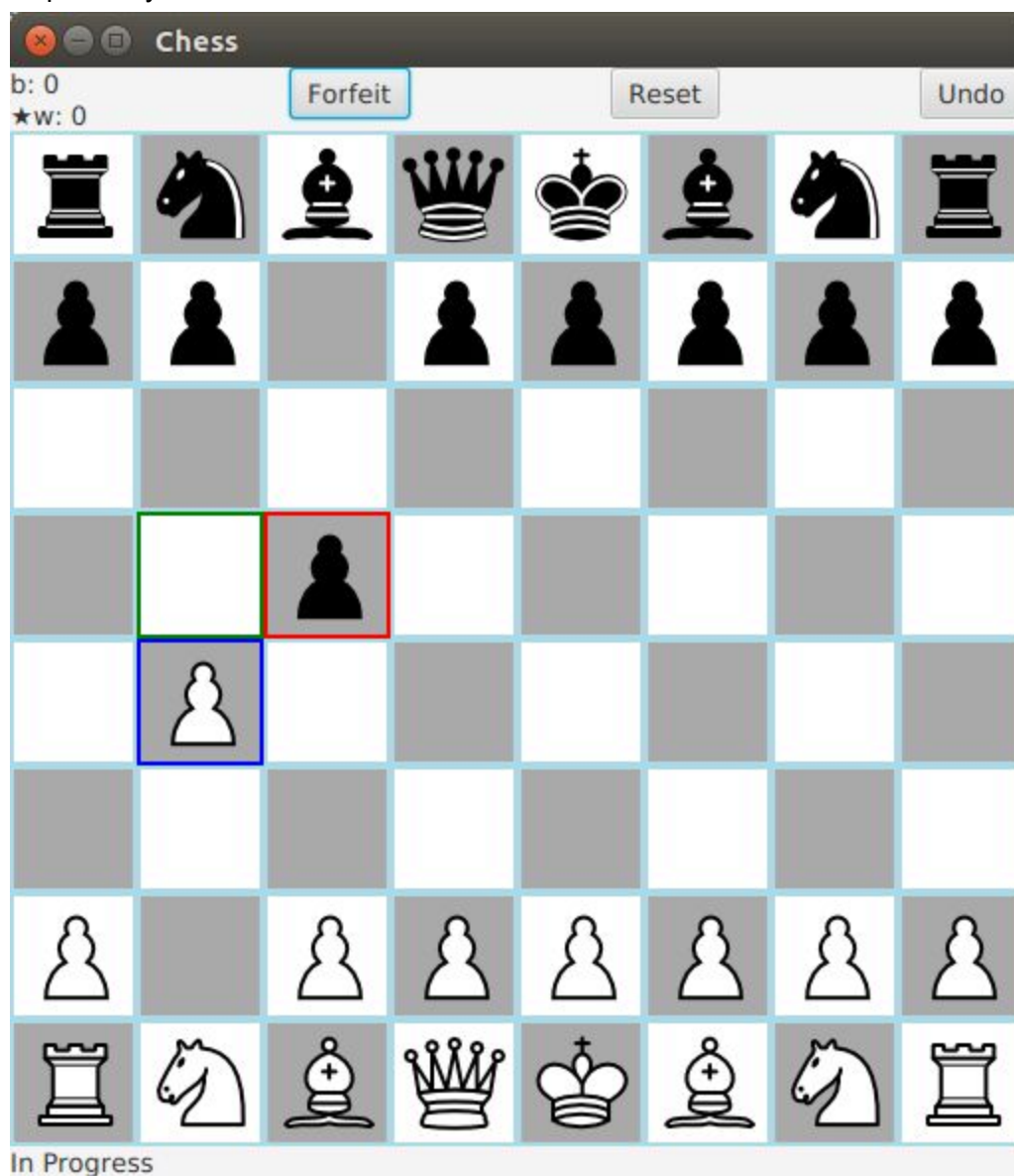


1. The program starts with the default configuration of chess. The star before player's id indicates that it is that player's turn.

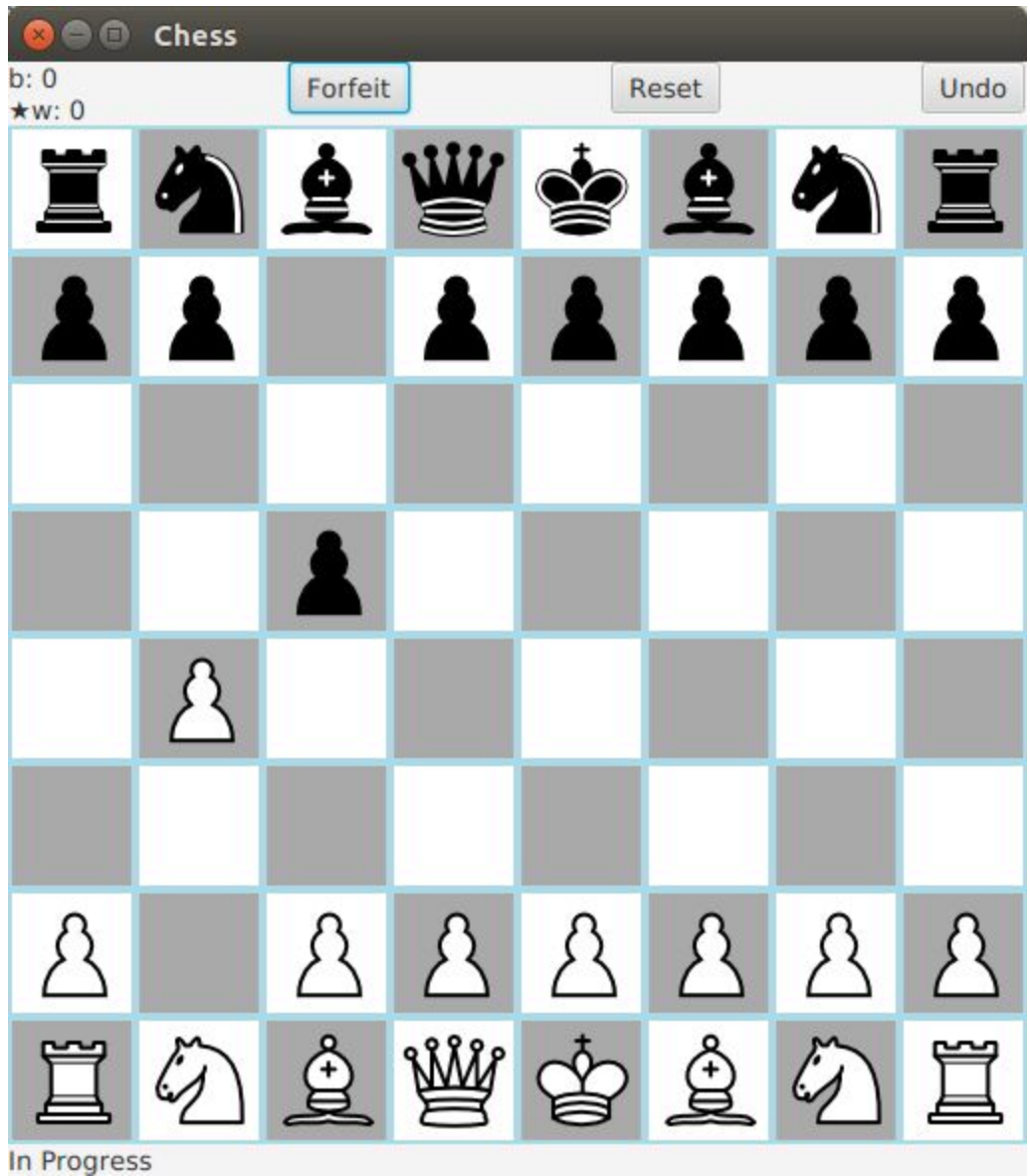


2. Selection behavior

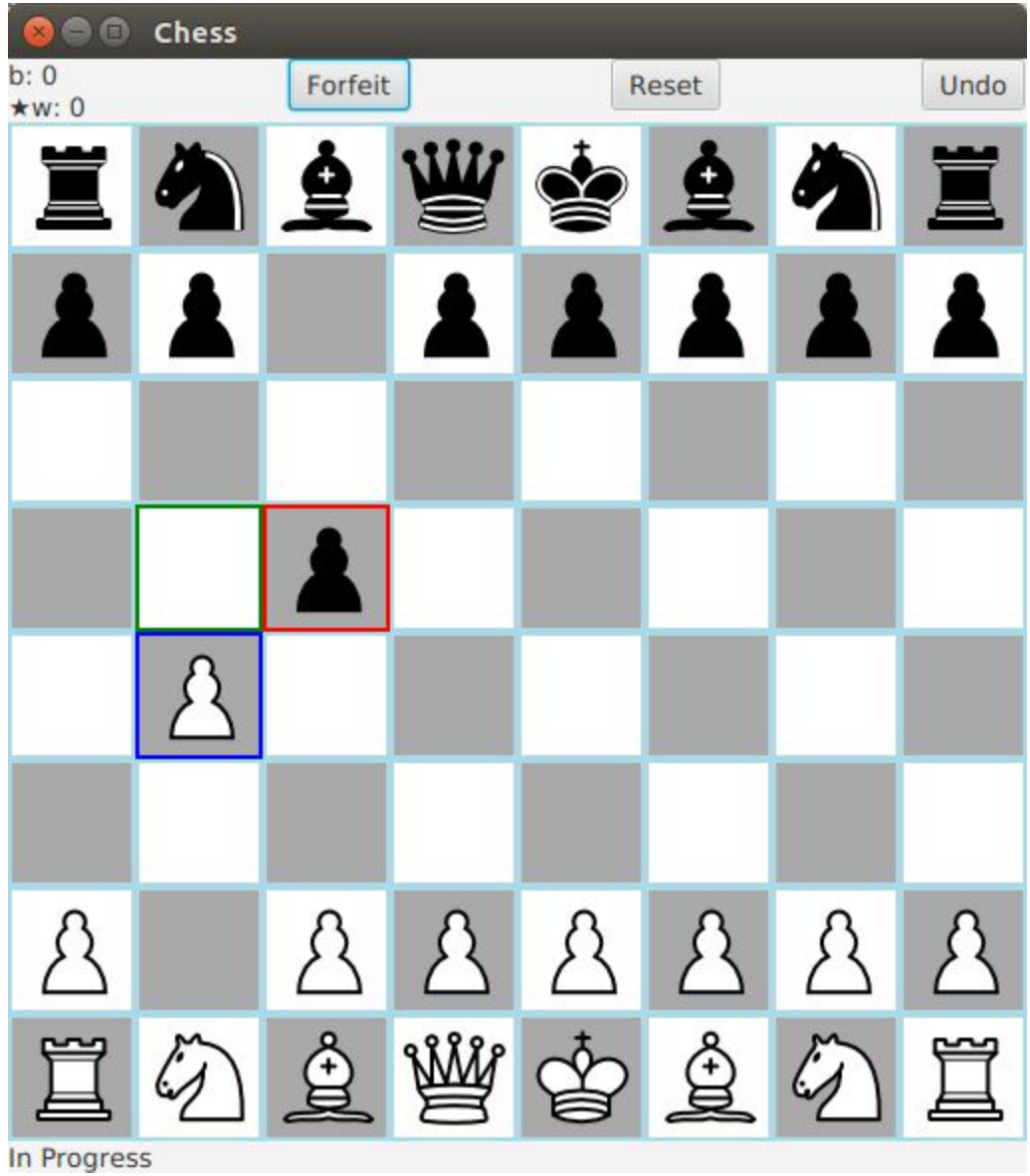
2.1 When a piece is selected, the border of its location become blue and the location it can move and attack to become green and red respectively.



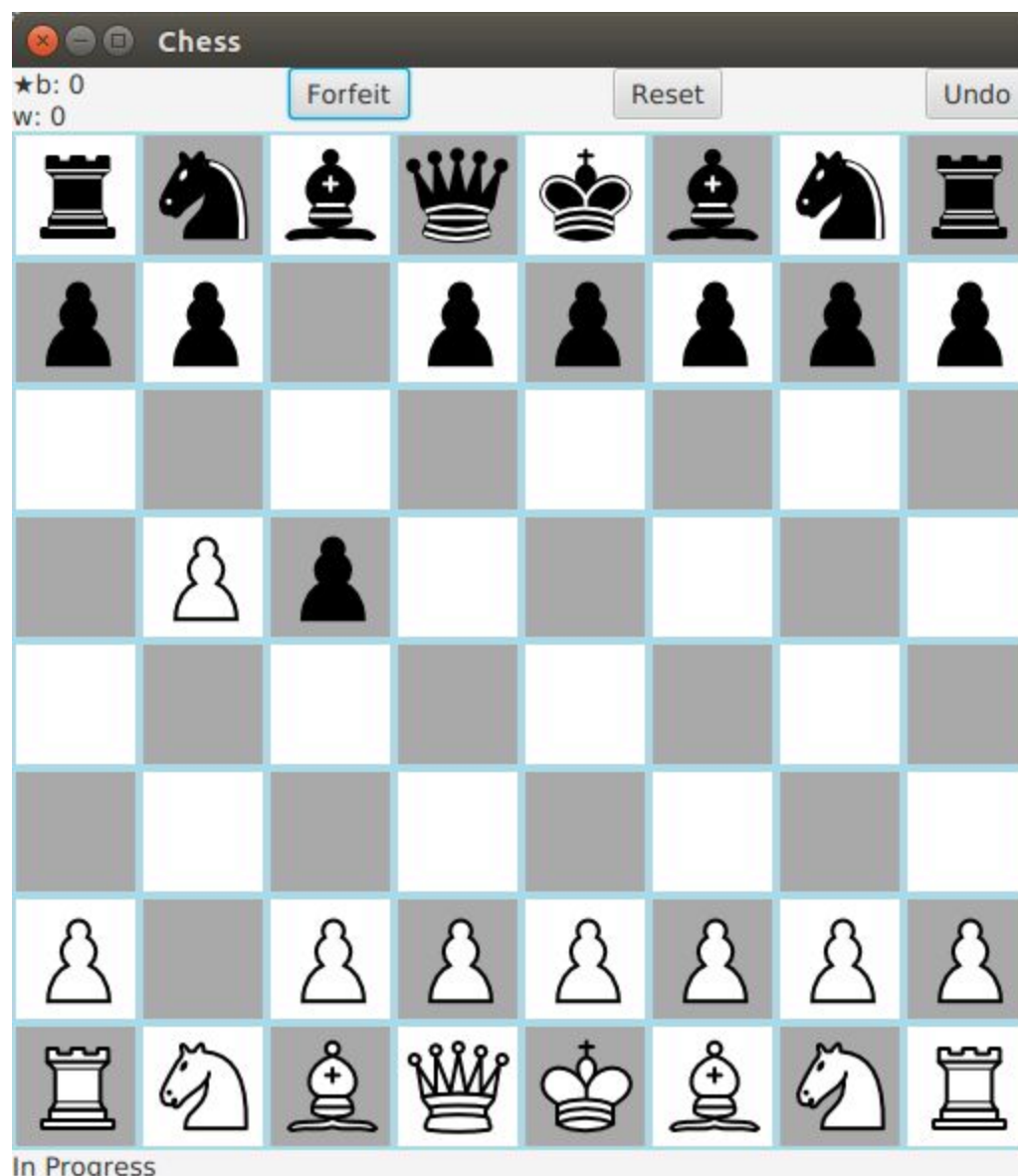
2.2 When a piece is selected, selecting the piece itself will deselect it.



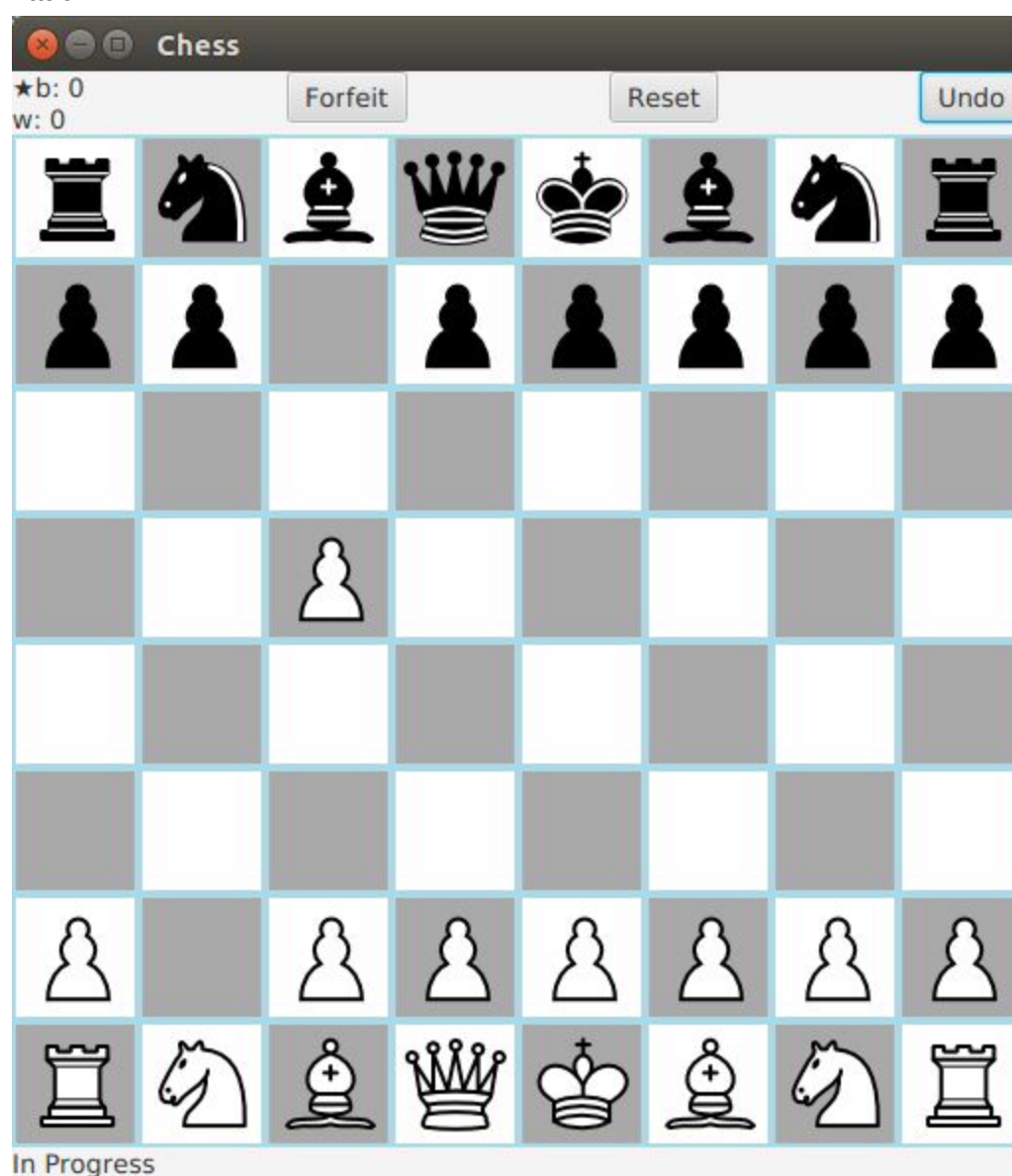
2.3 When a piece is selected, selecting red or green-highlighted locations will execute an attack or movement toward the selected location.



Move:



Attack:



Selecting any other locations is not allowed.



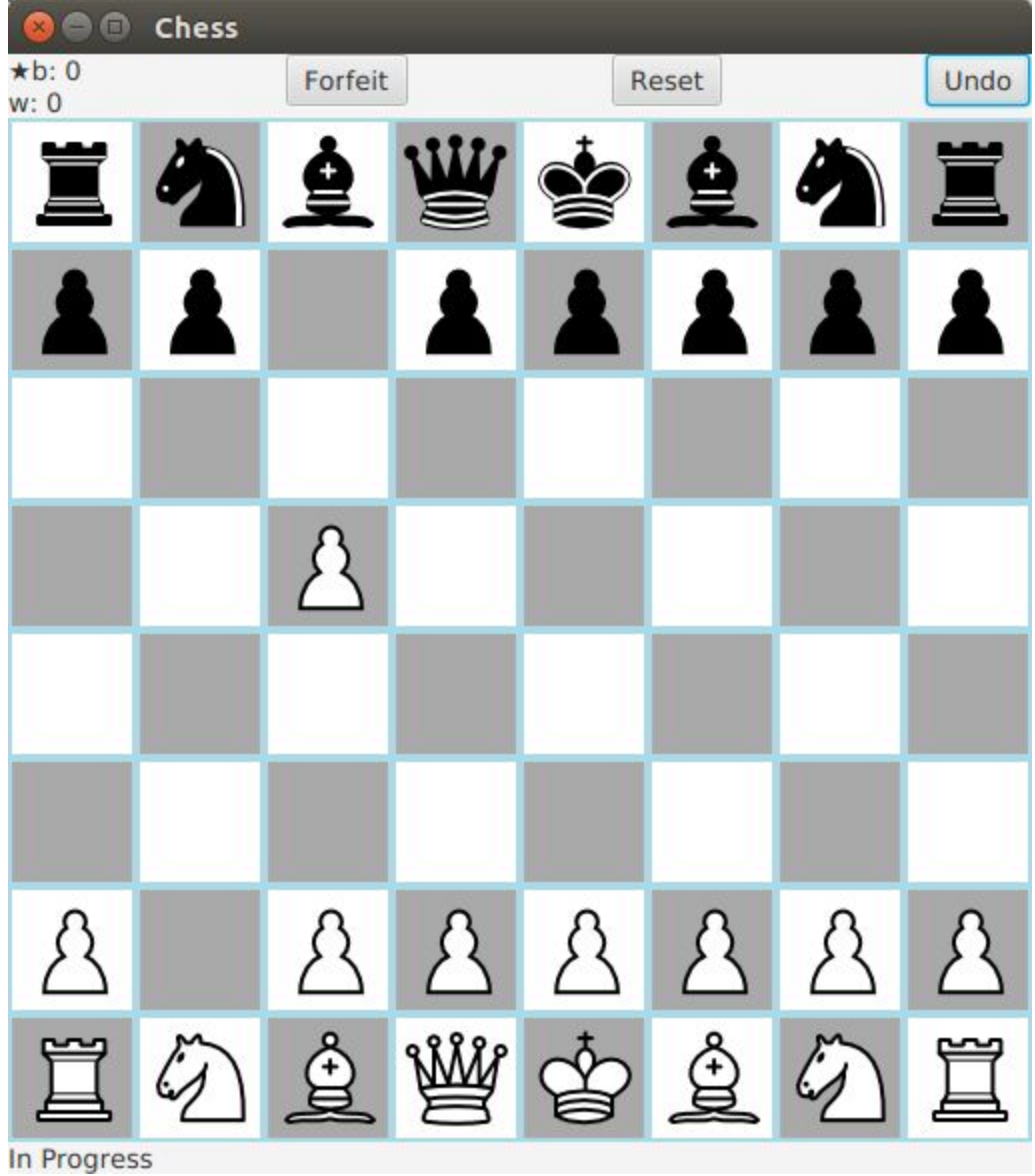
2.4
 When only piece of the current player can be selected, and selecting empty locations is a no-op.
 E.g. Selecting black pieces is allowed.



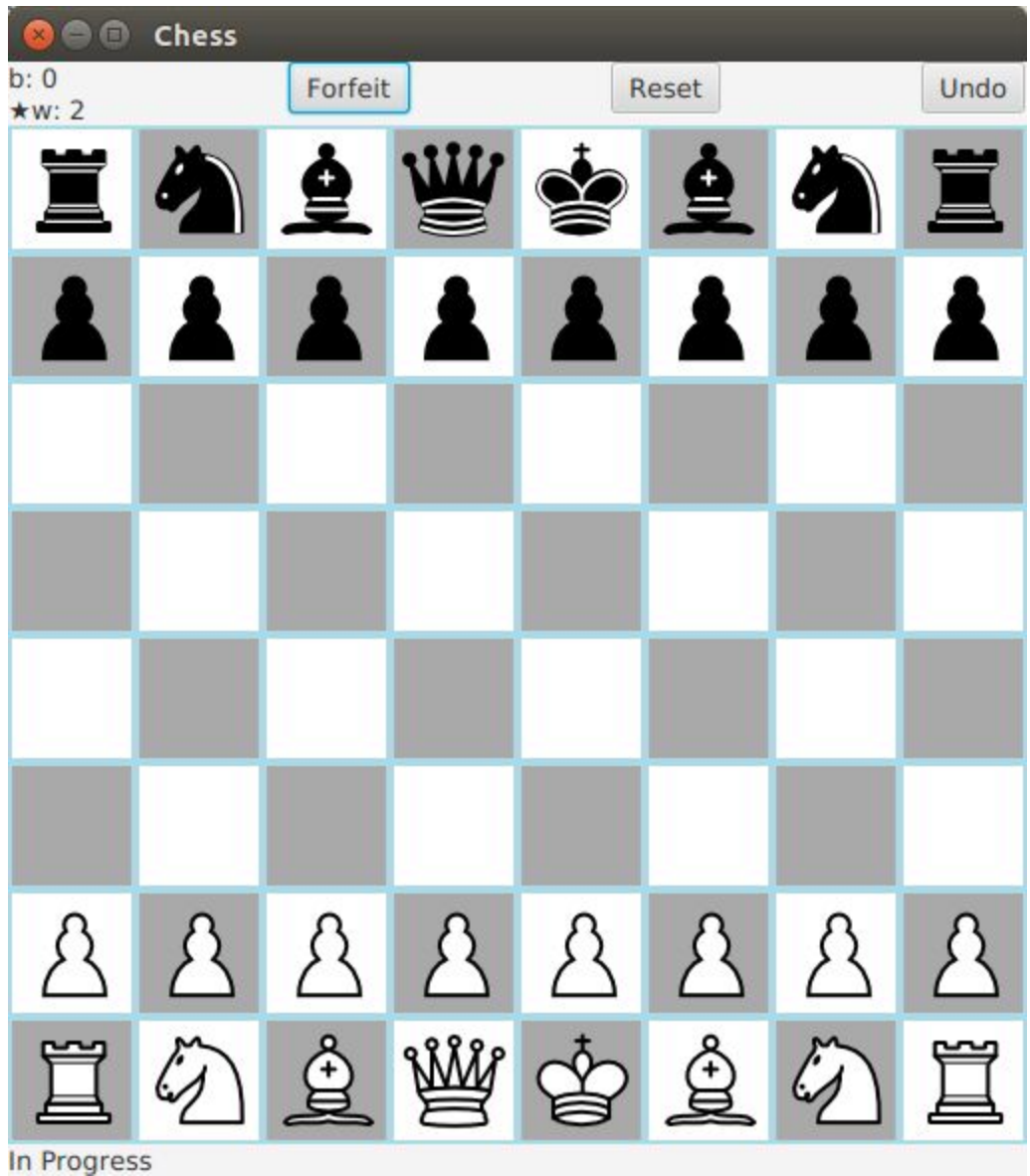
Selecting white pieces or empty locations is a no-op.



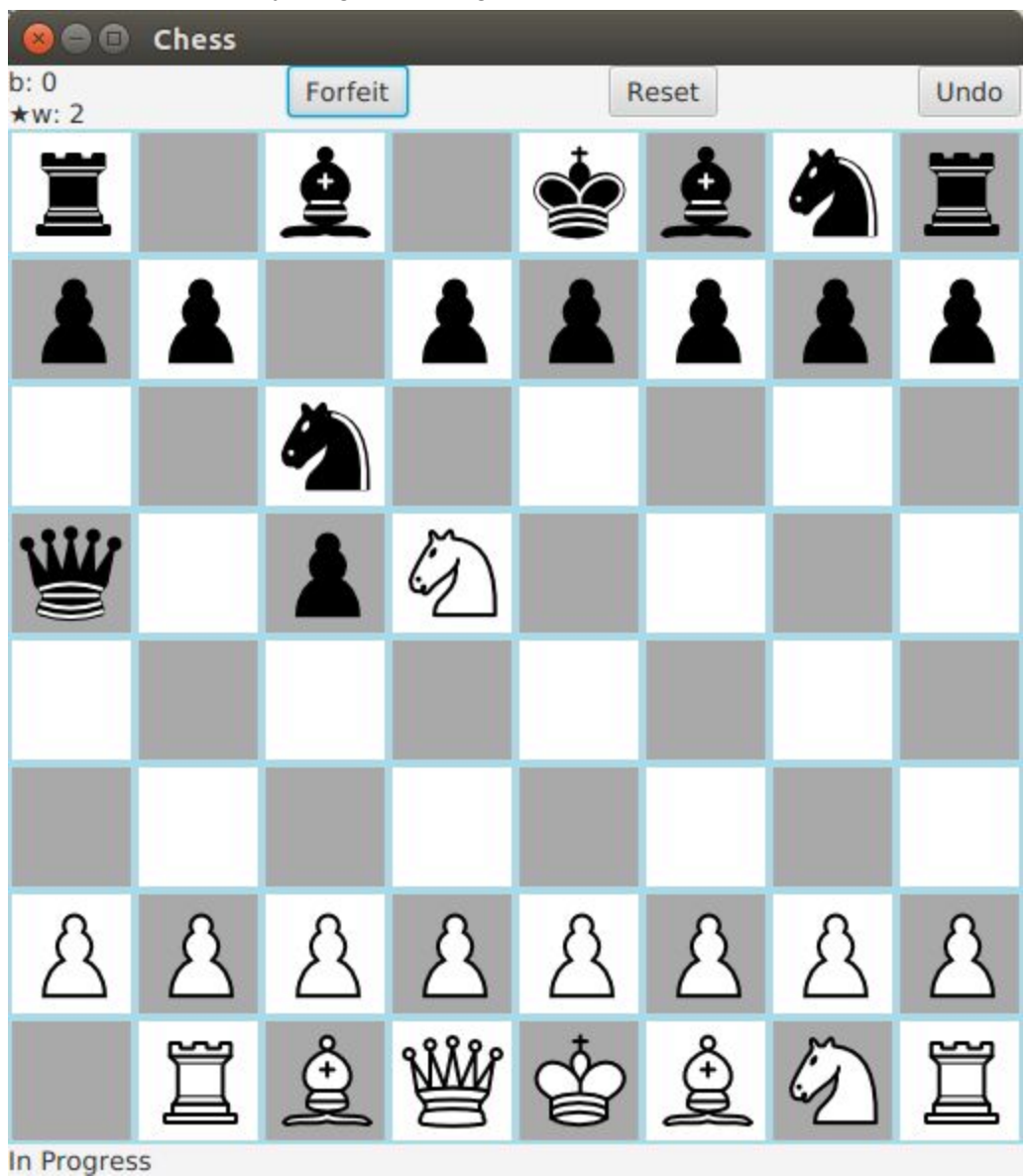
- 3. Other functions
- 3.1 Forfeit: The player will surrender and the other player will get two points.



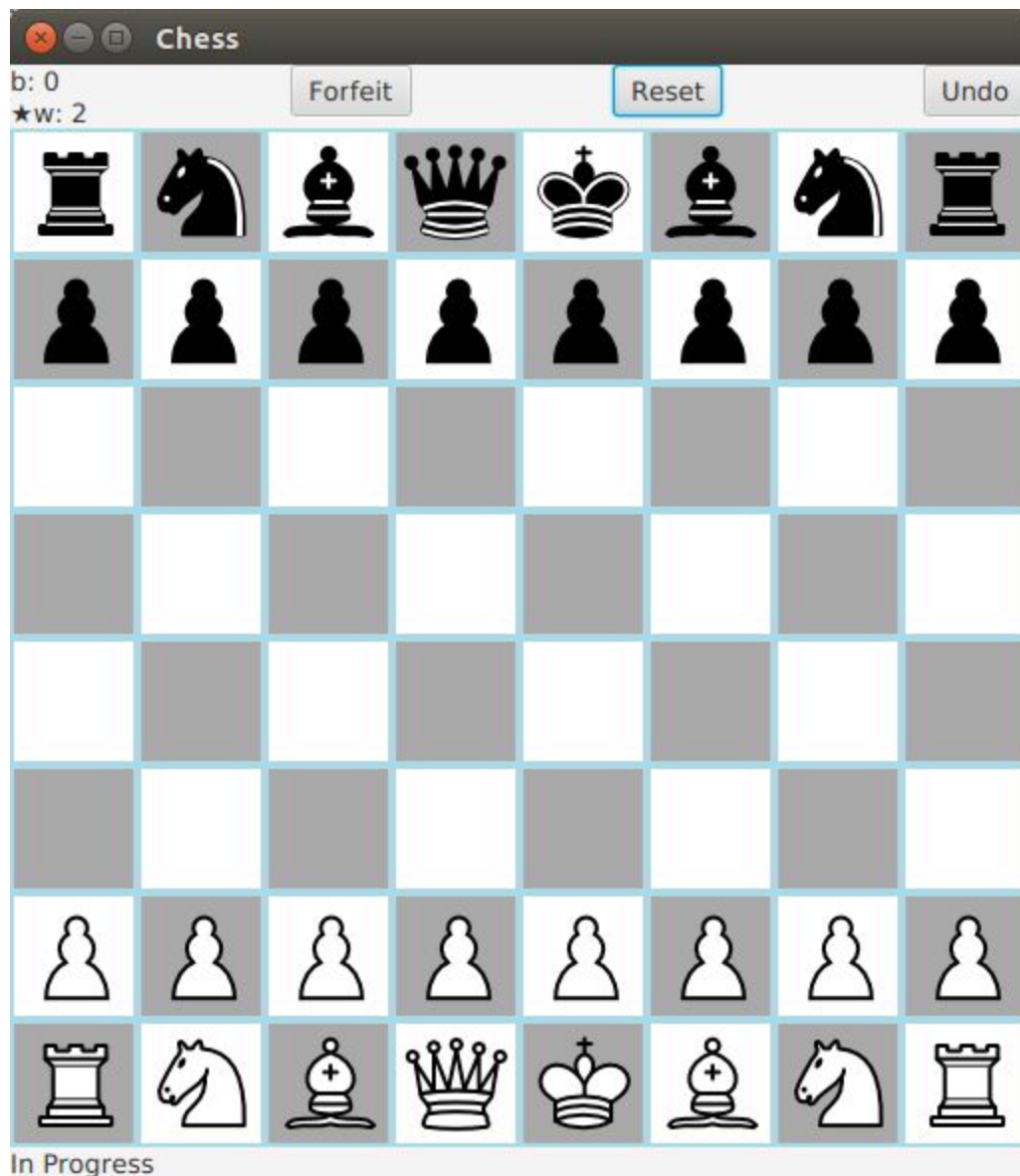
After forfeiting:



3.2 Reset: If both player agrees, the game can be reset and the score remains the same.

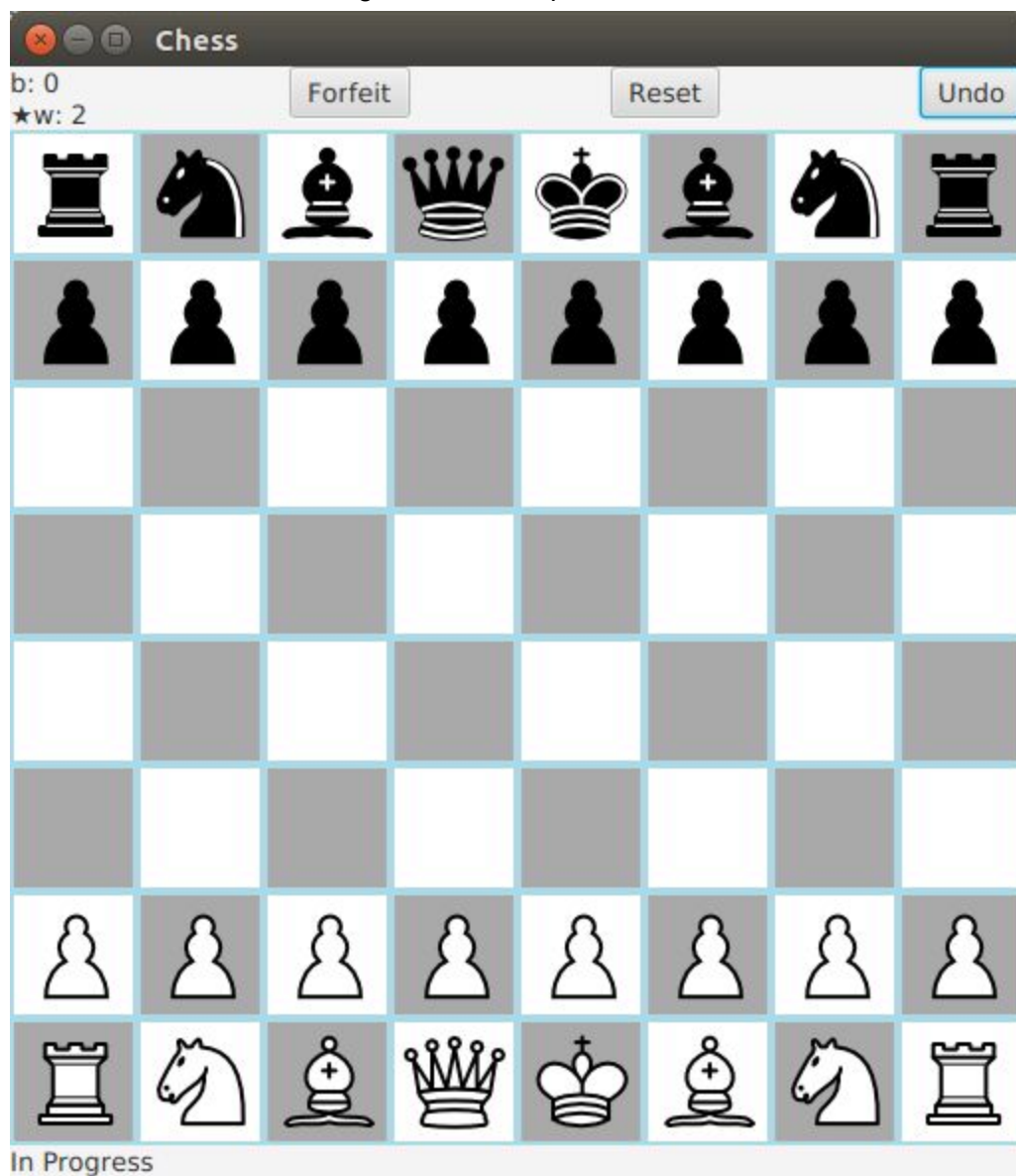


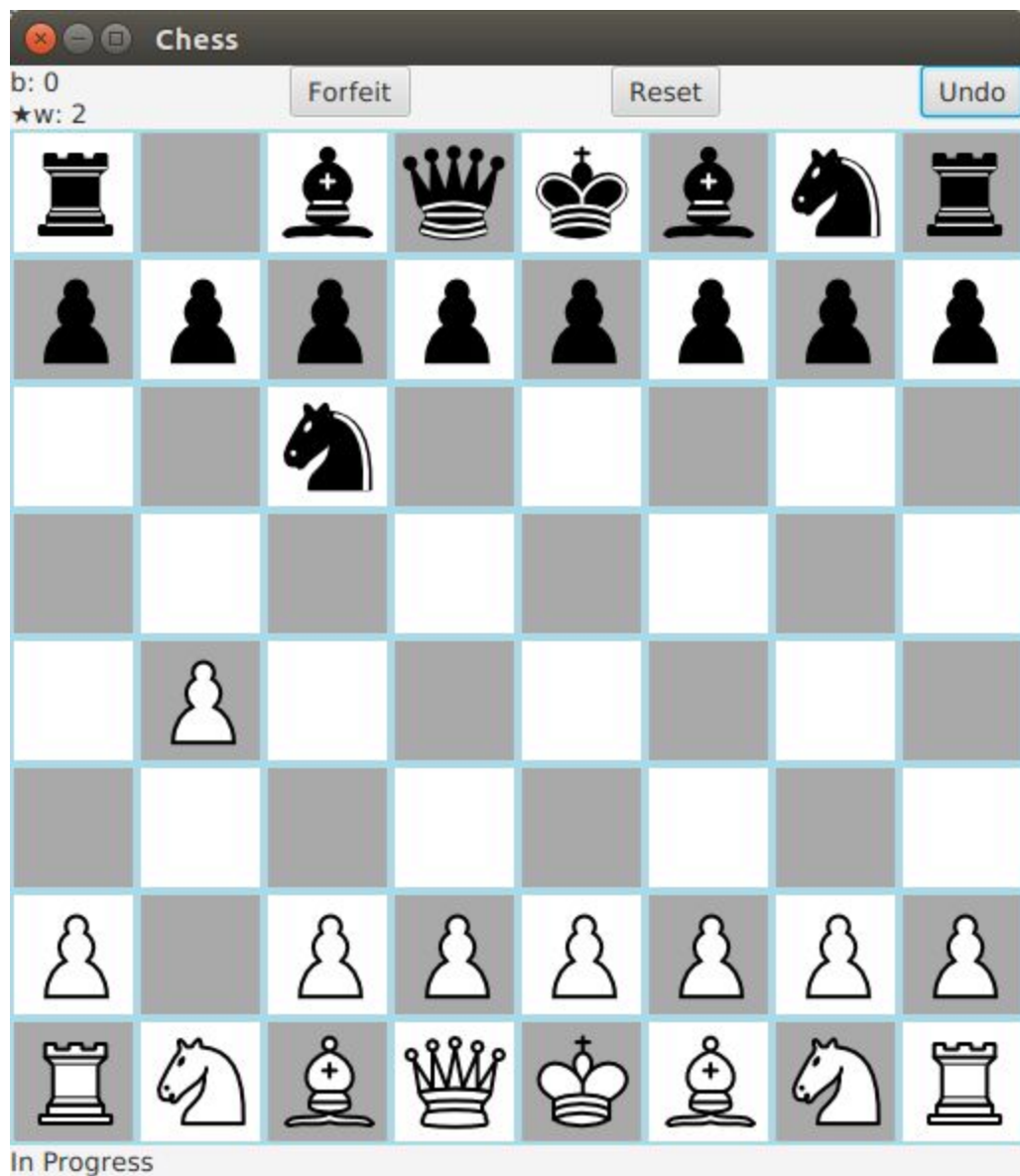
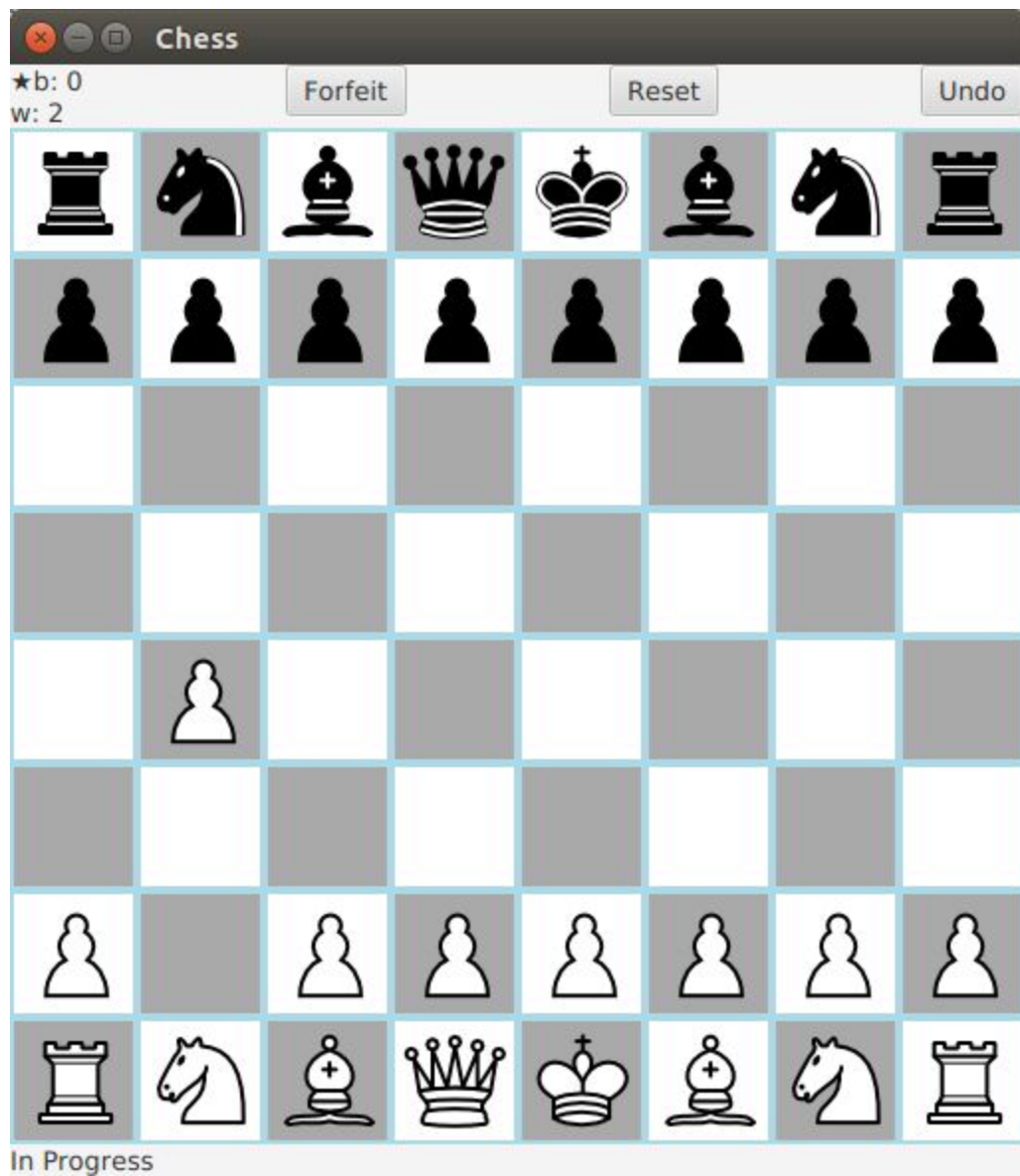
After resetting

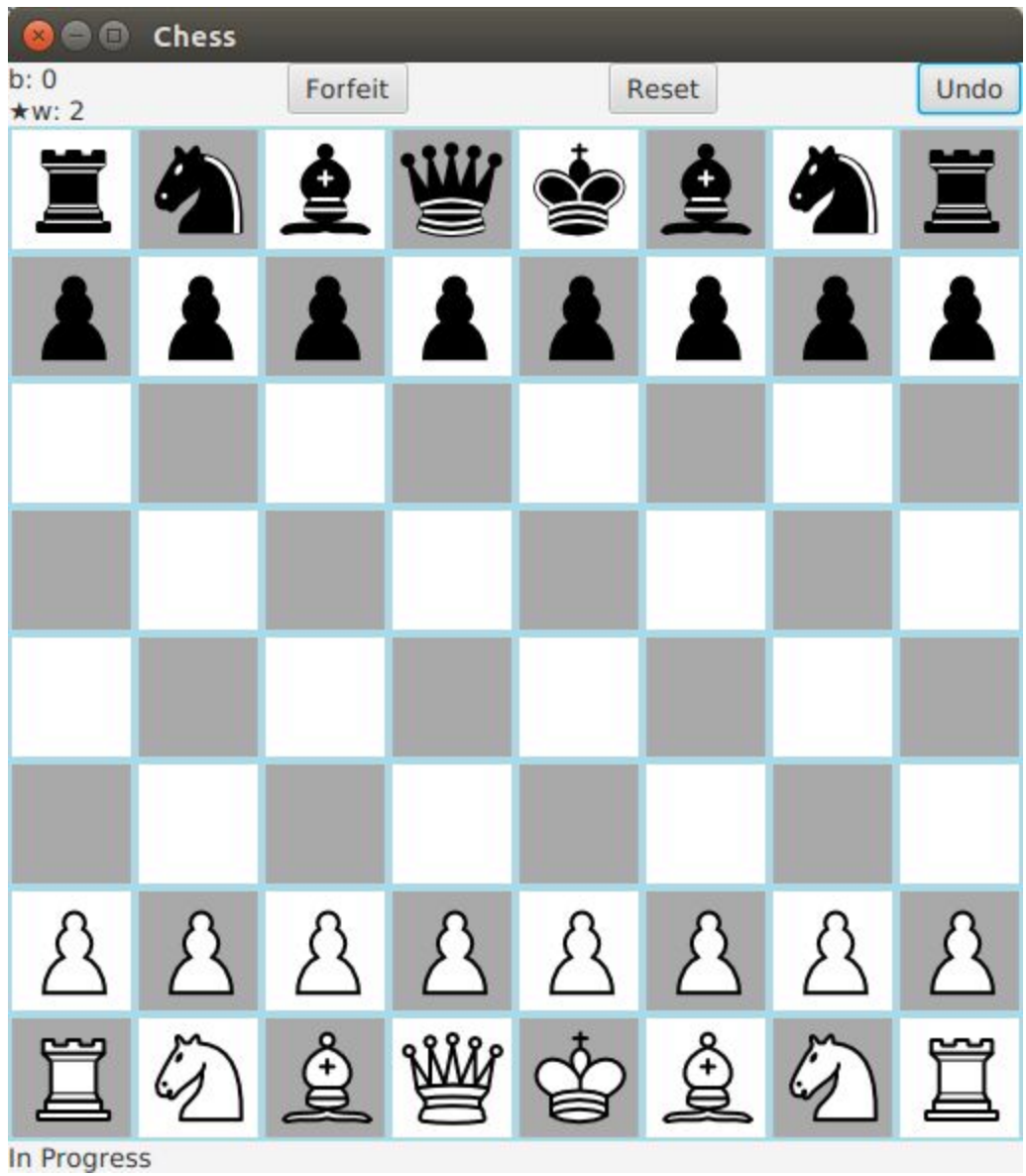
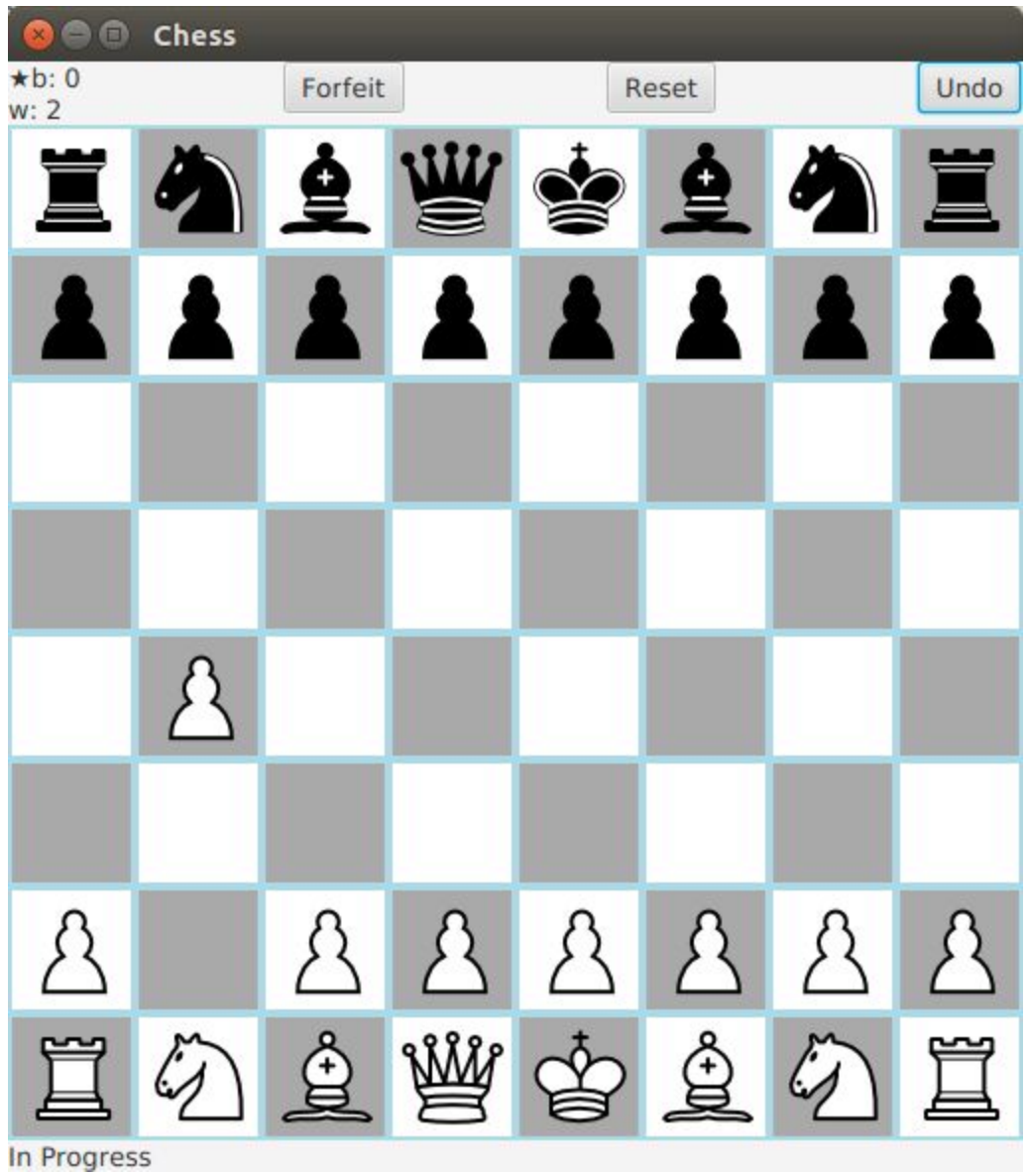


3.3 Undo

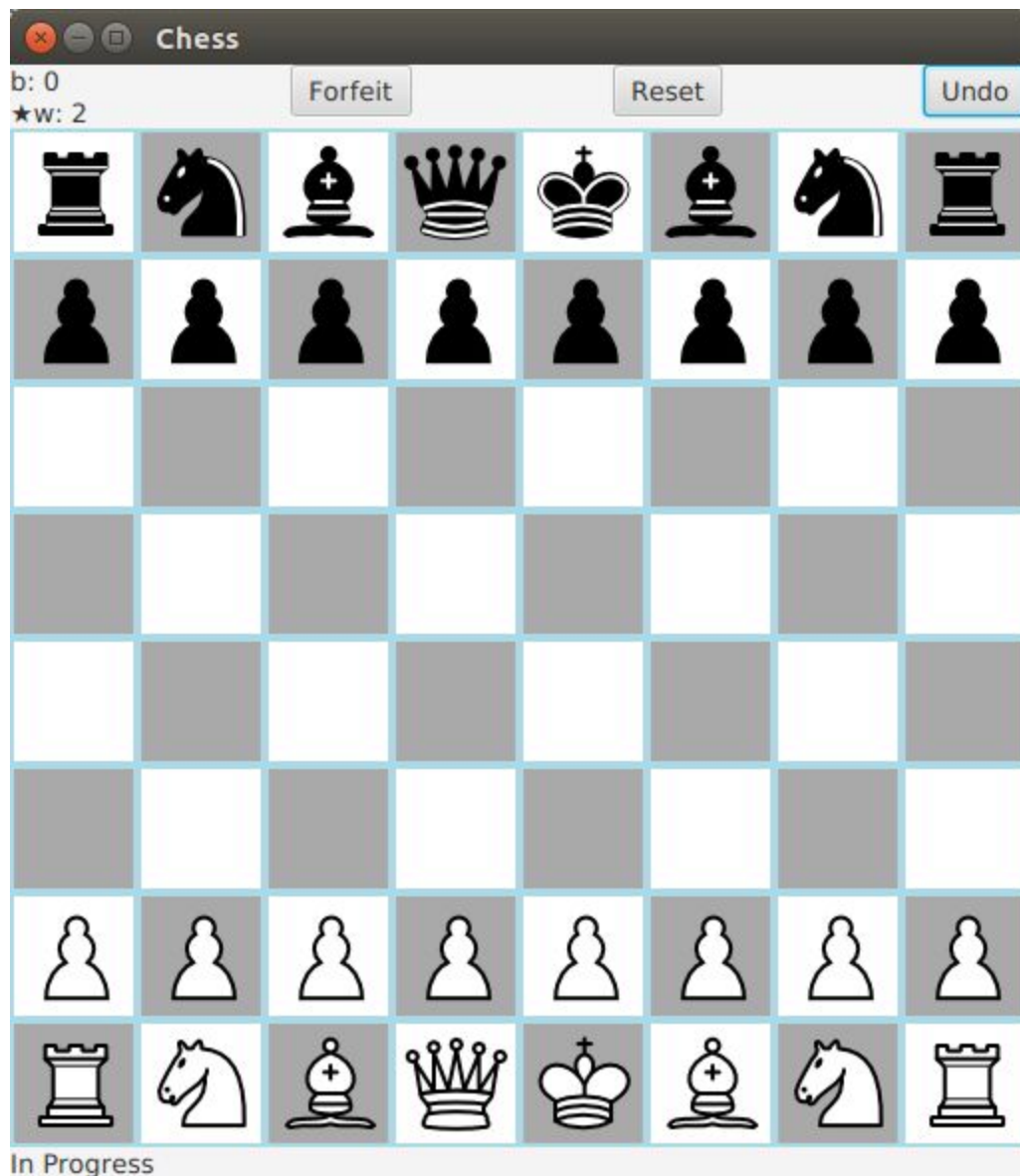
3.3.1 Undo at the start of a game is a no-op.



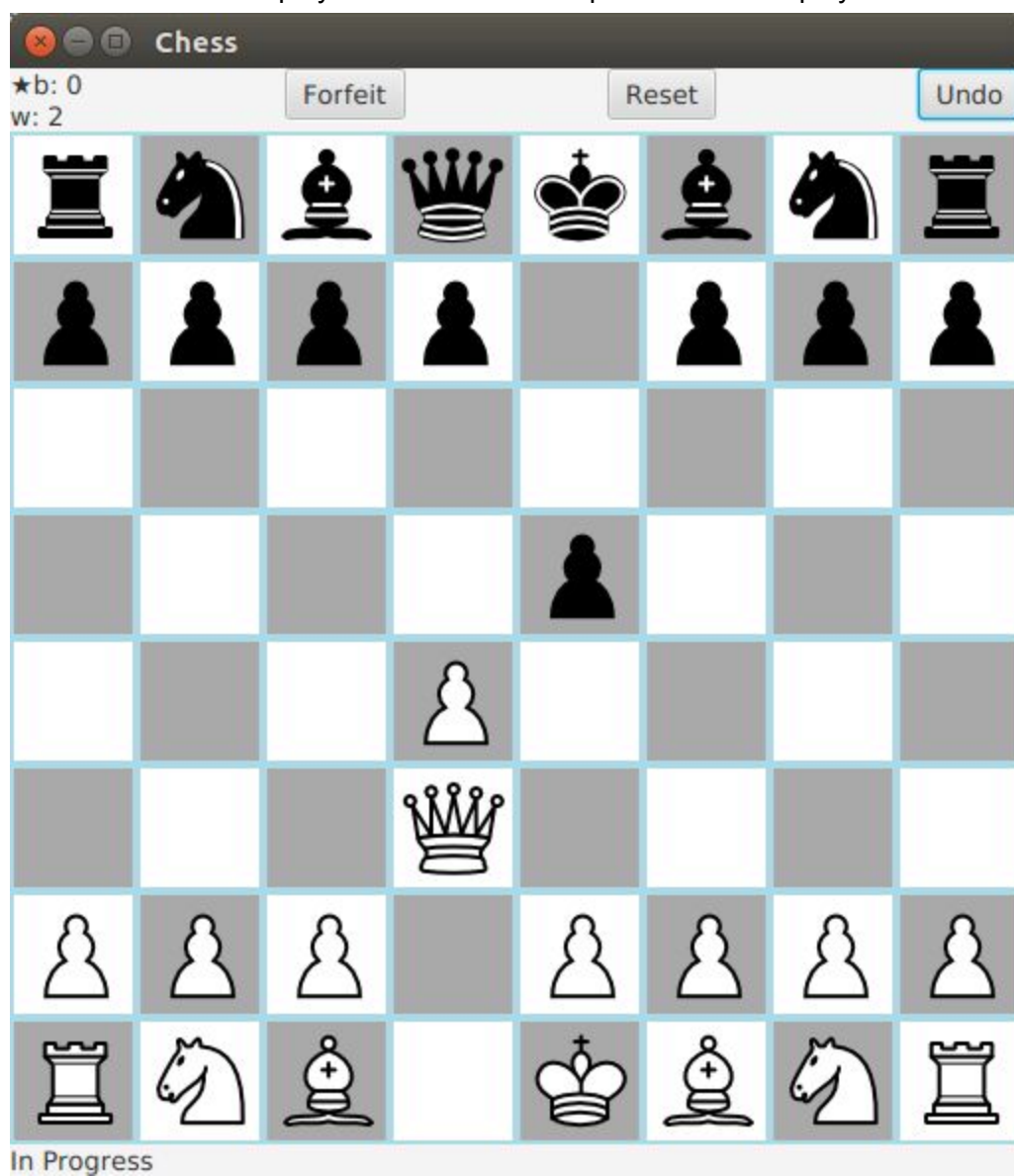


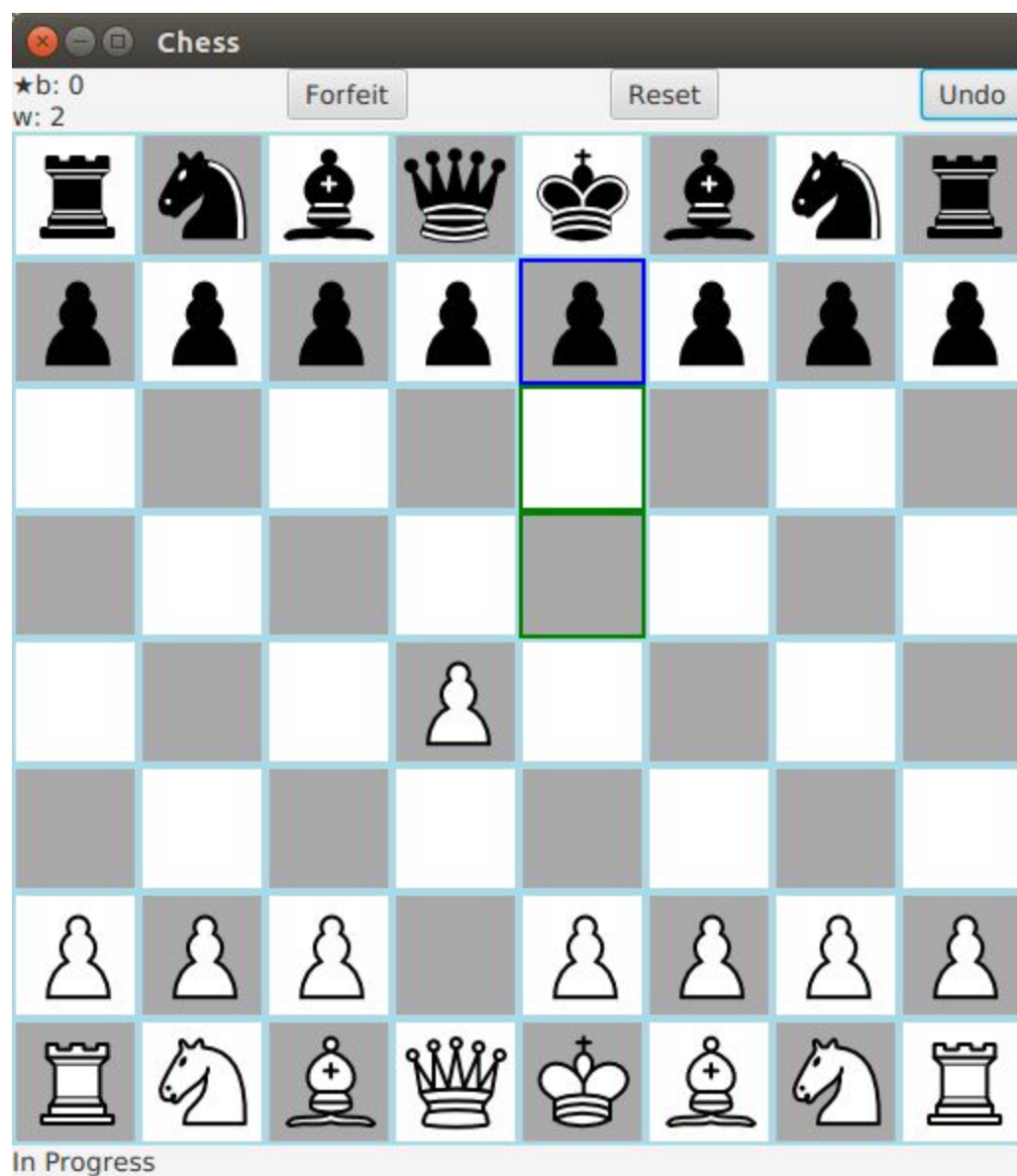
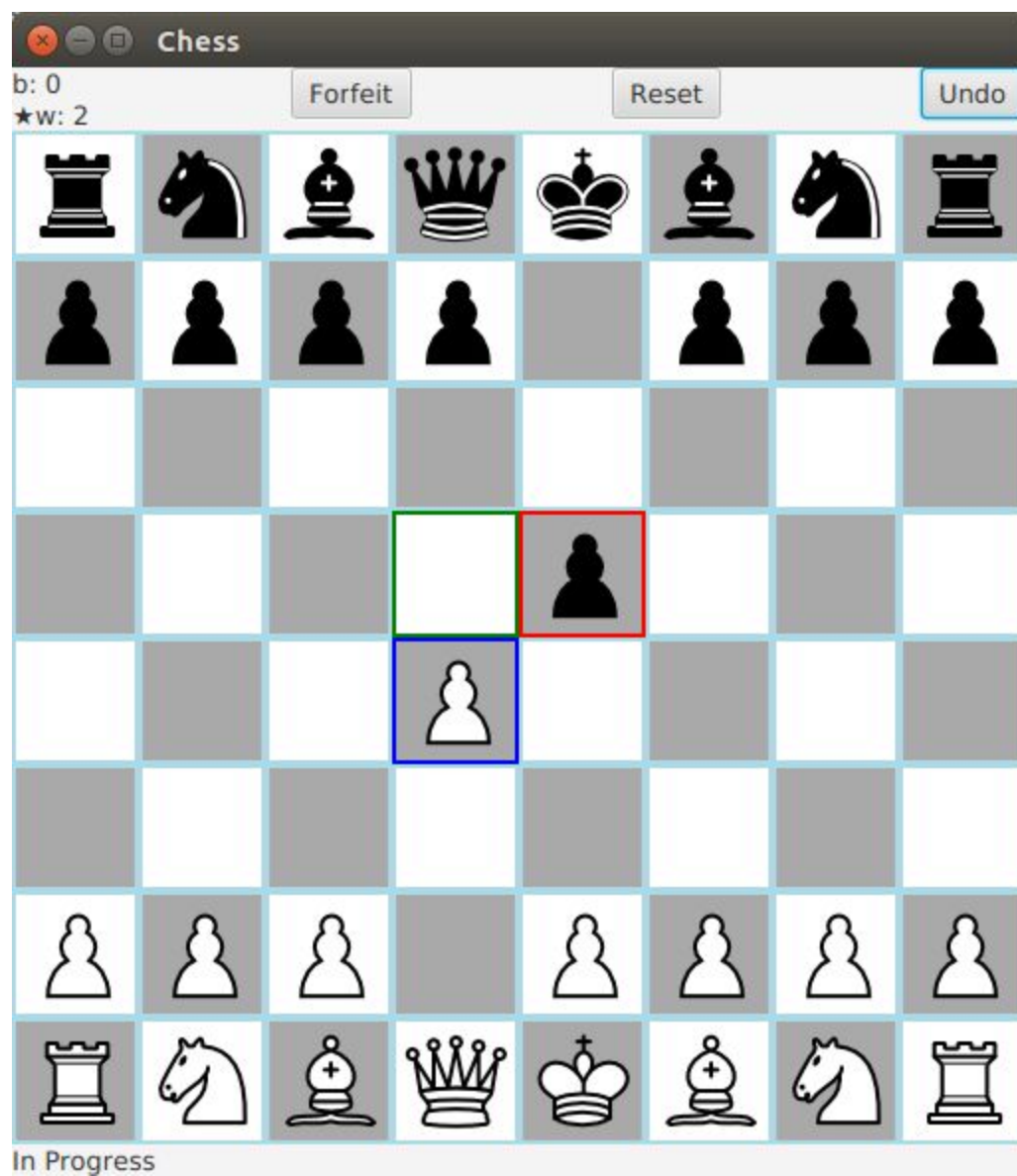


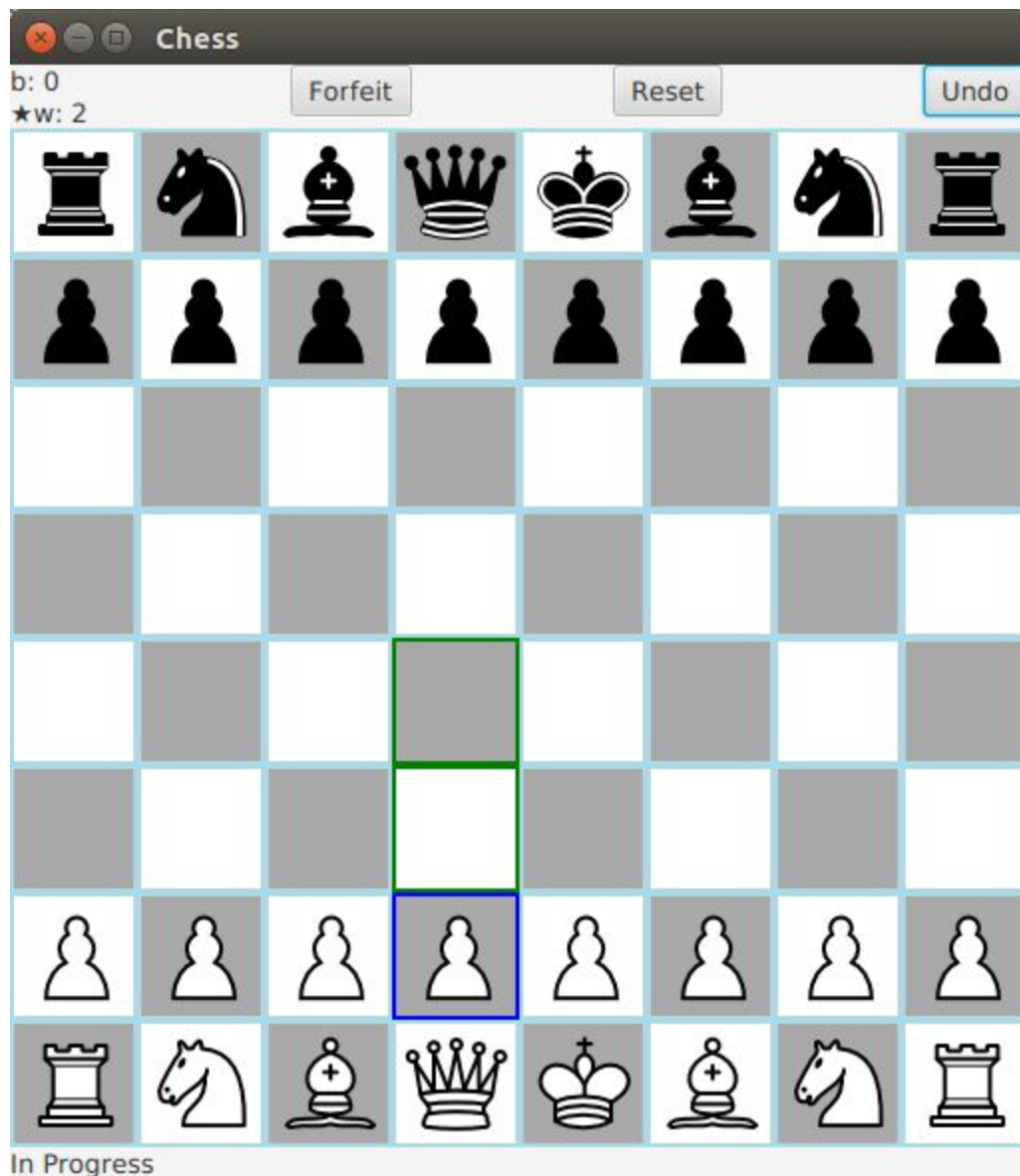
After another click of undo:



3.2 Undo restore the player of the undone step as the current player.

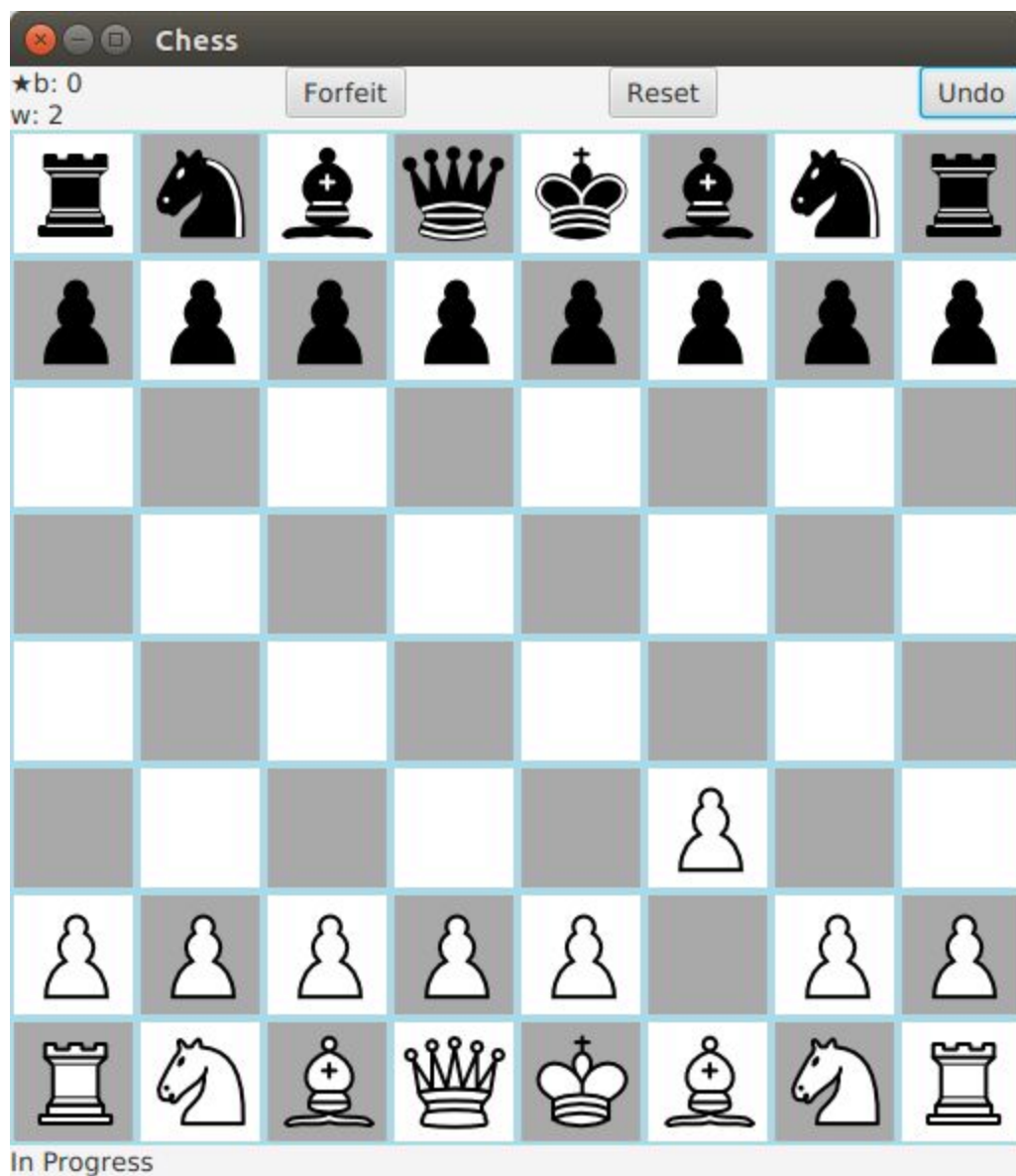




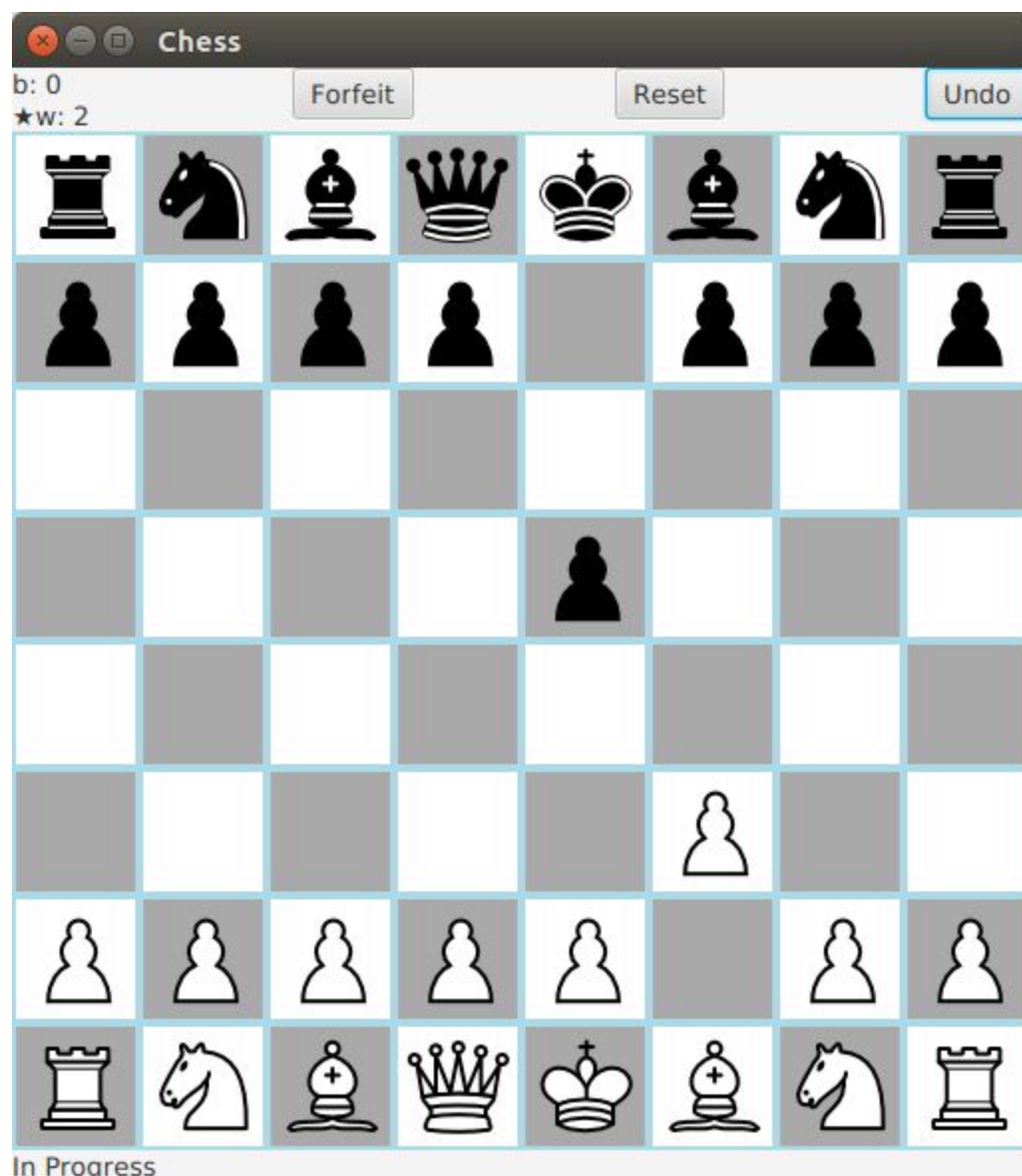


4. Checkmate: fool's mate

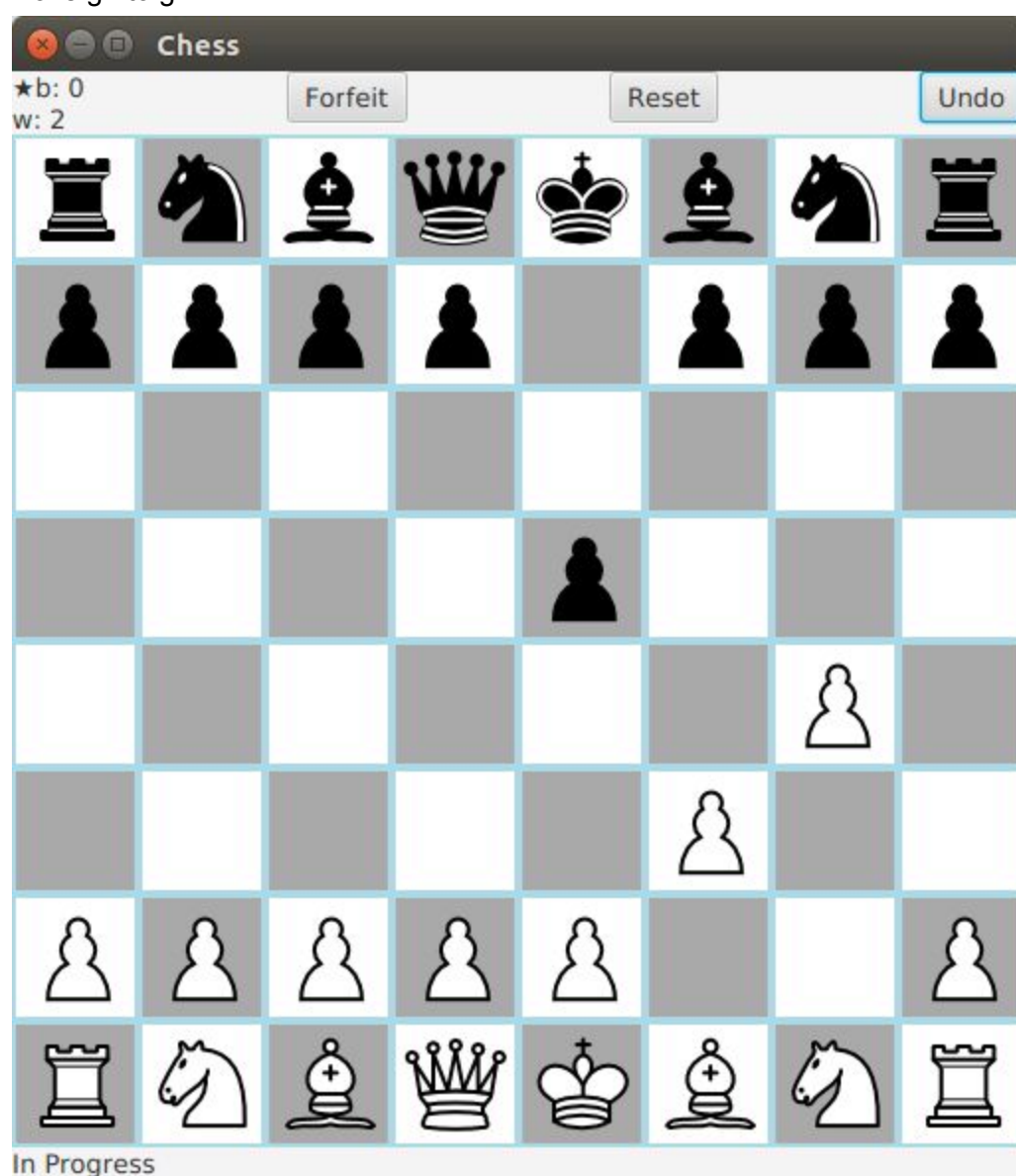
Move f2 to f3



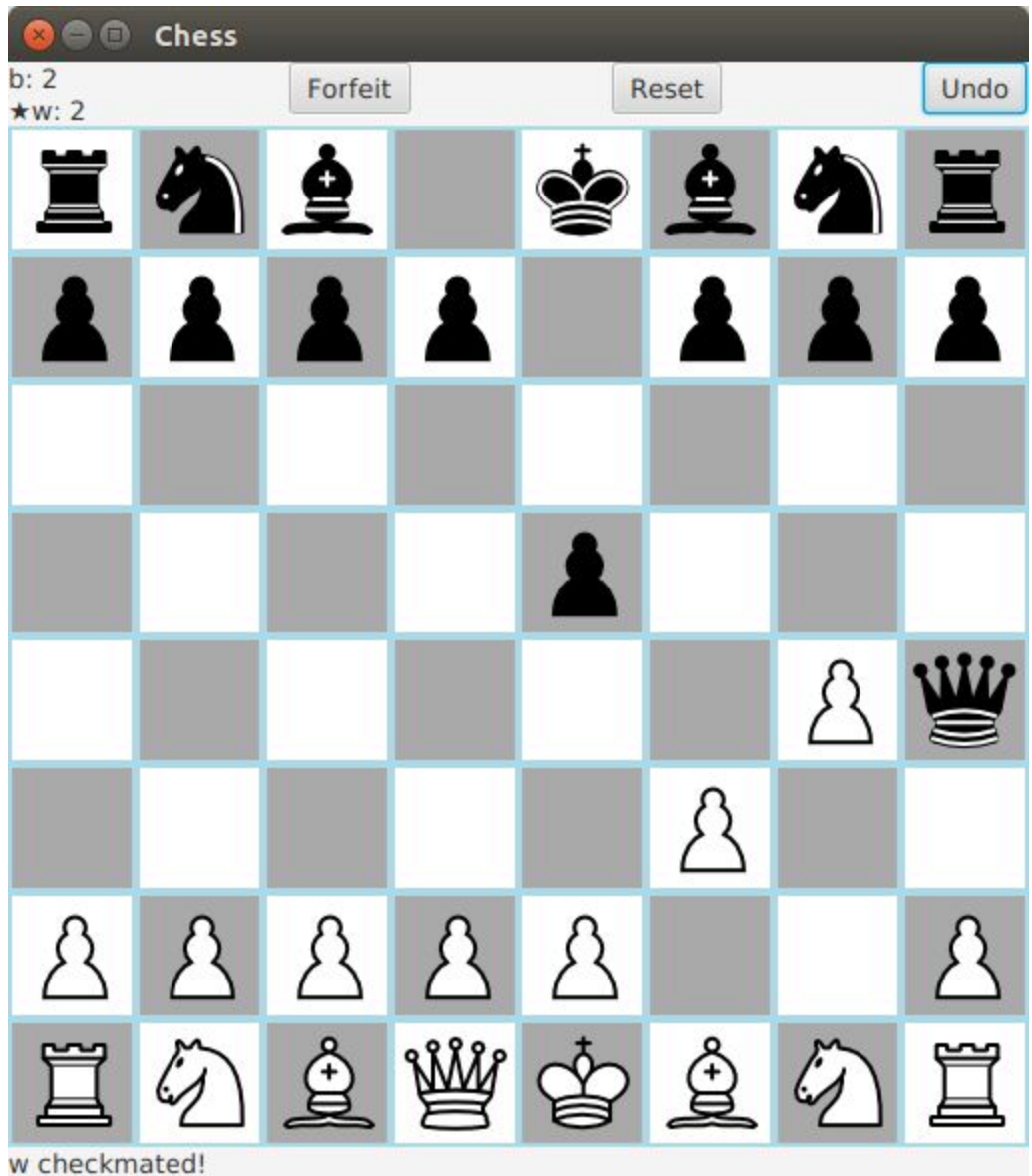
Move e7 to e5



Move g2 to g4

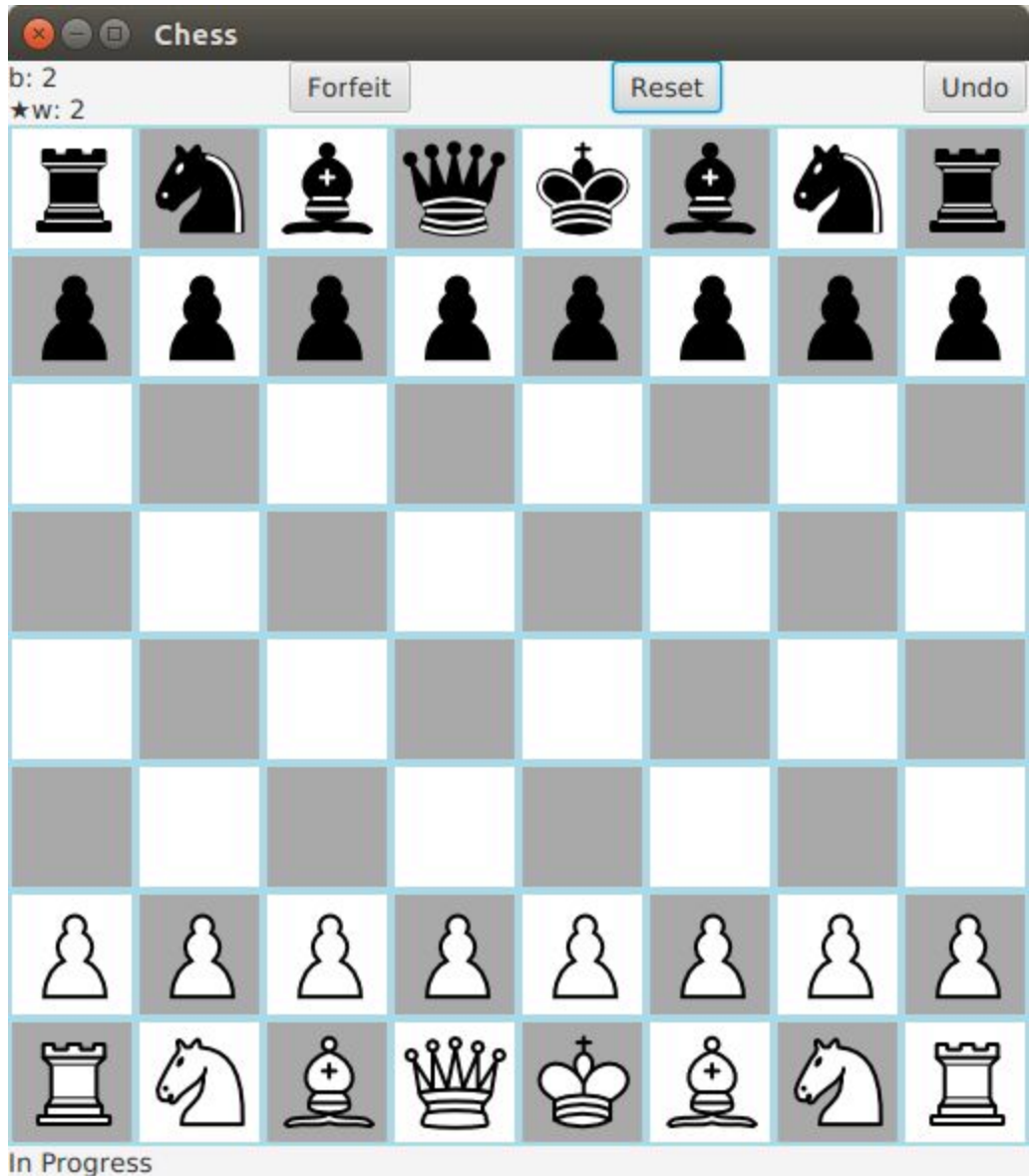


Move d8 to h4

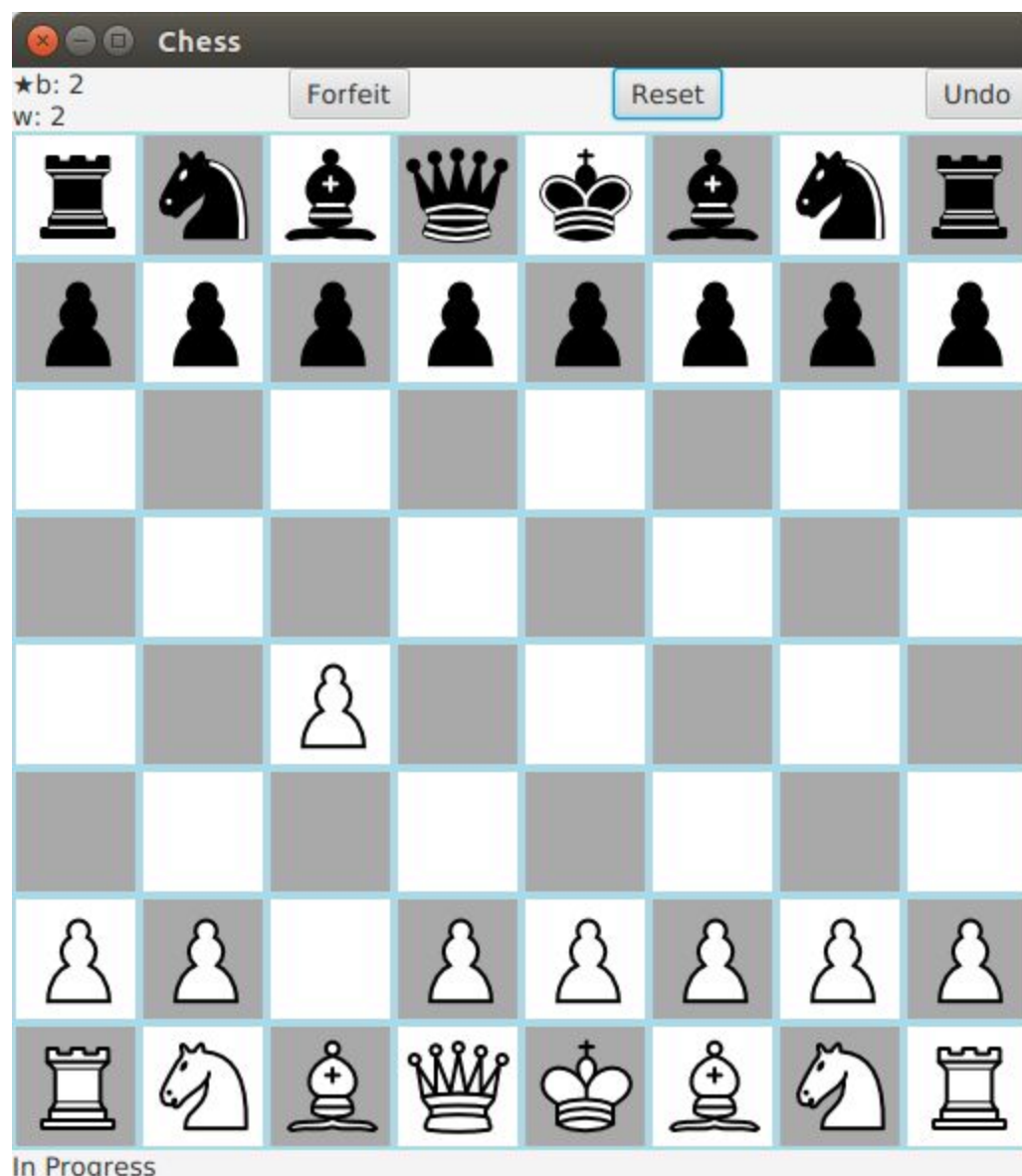


When a checkmate happened, the status message at the bottom of the window shows “ $\{losing\ player's\ id\}$ checkmated!”, and the winning player get 2 points.

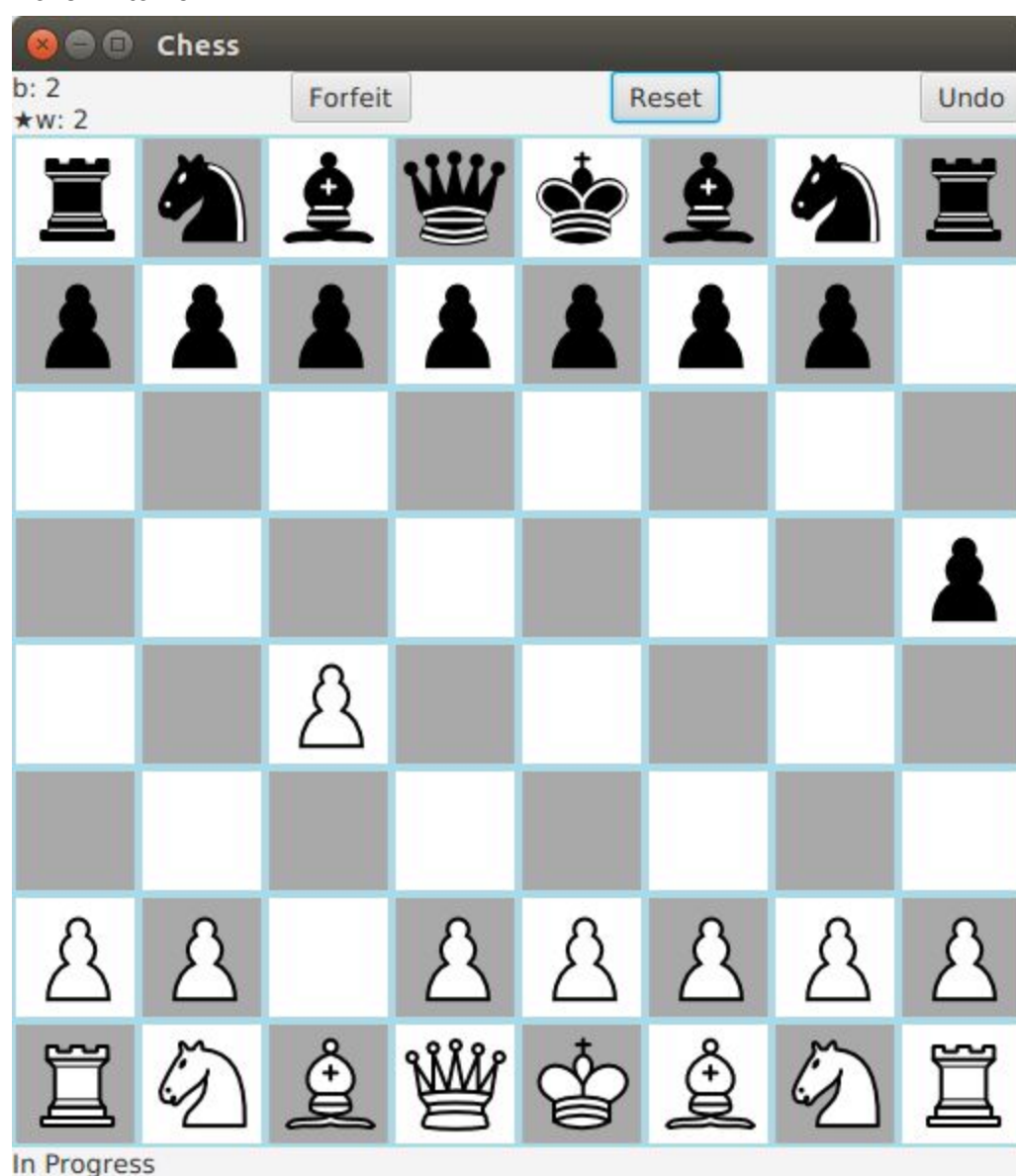
5. Stalemate



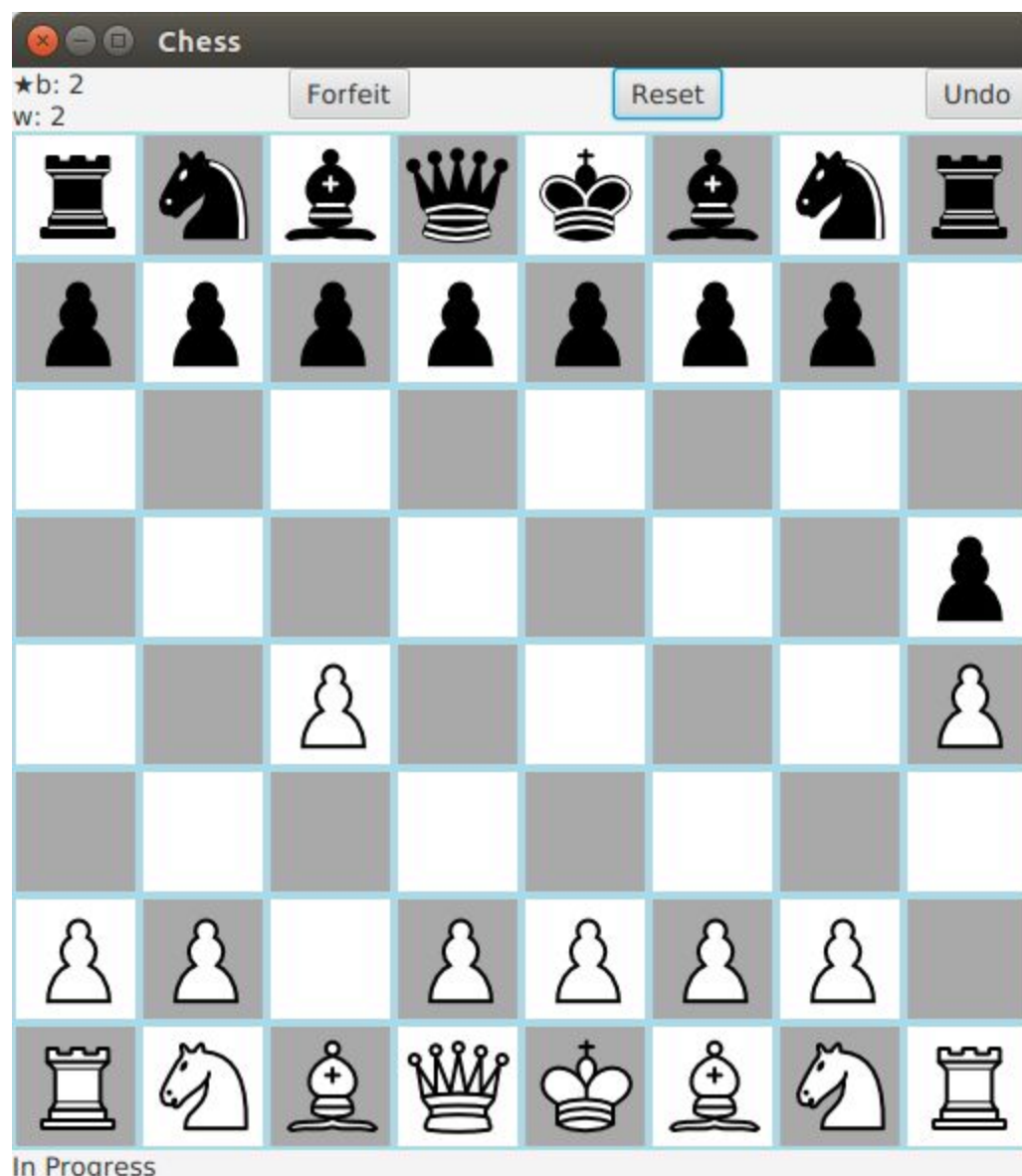
Move c2 to c4



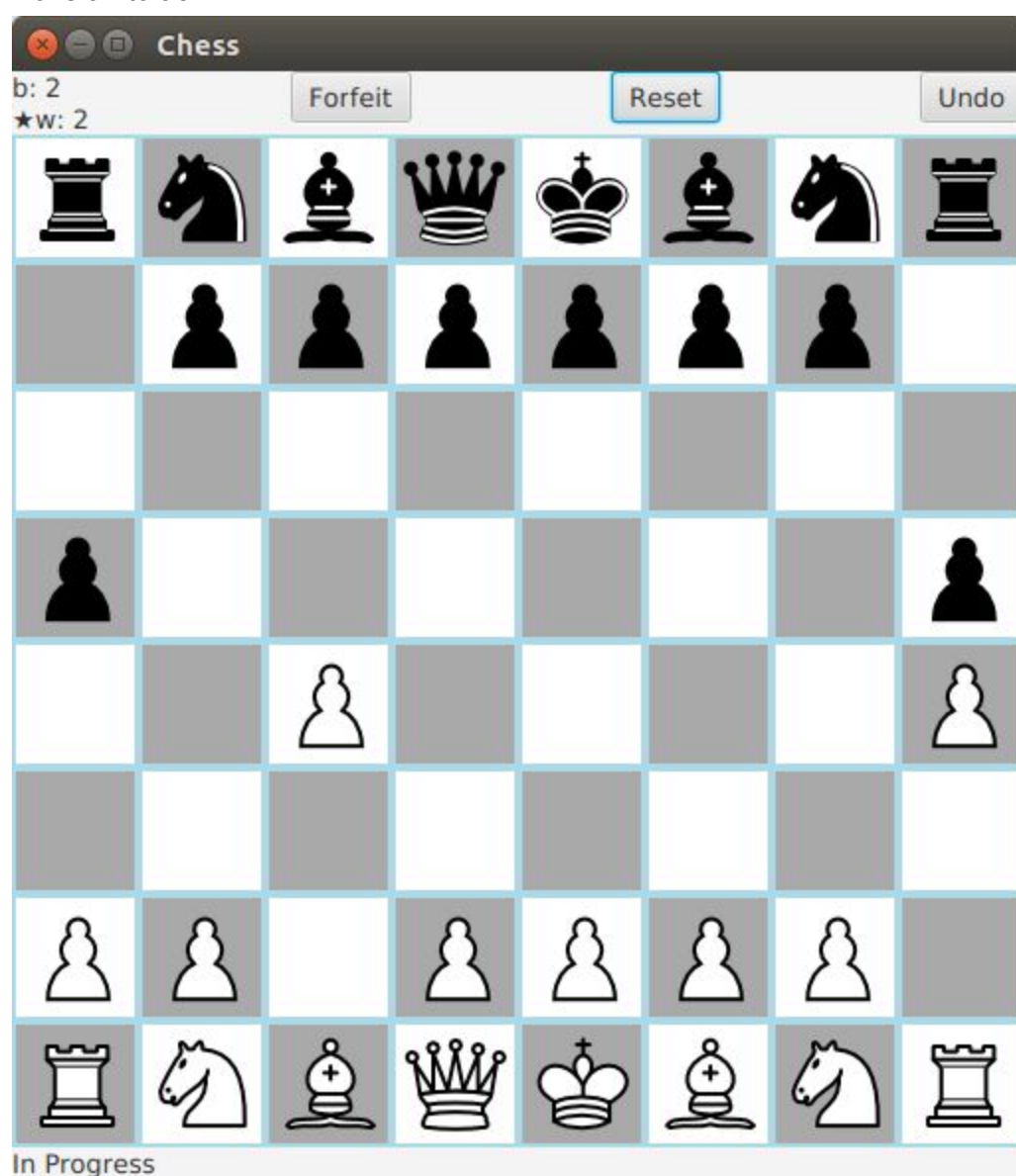
Move h7 to h5



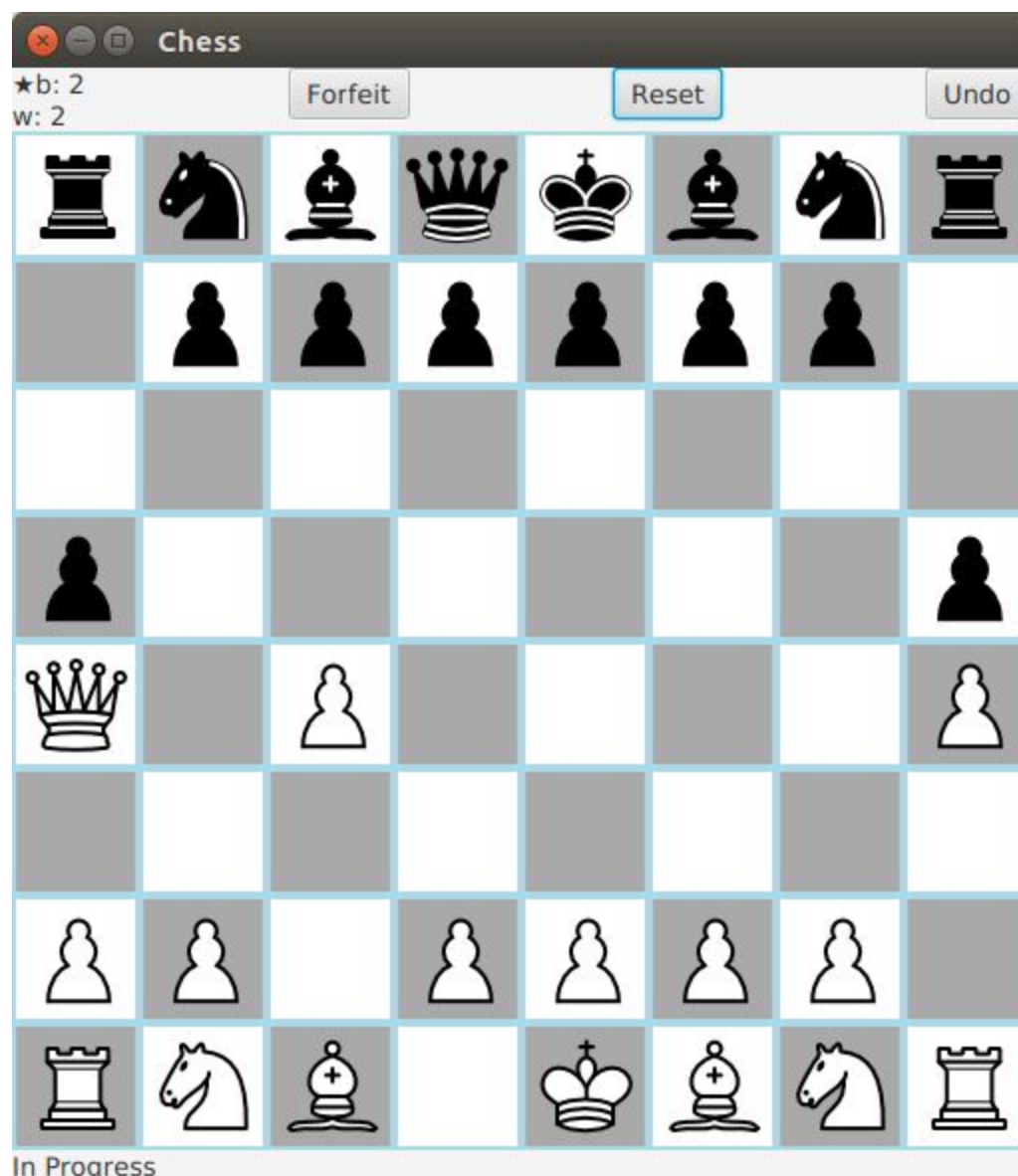
Move h2 to h4



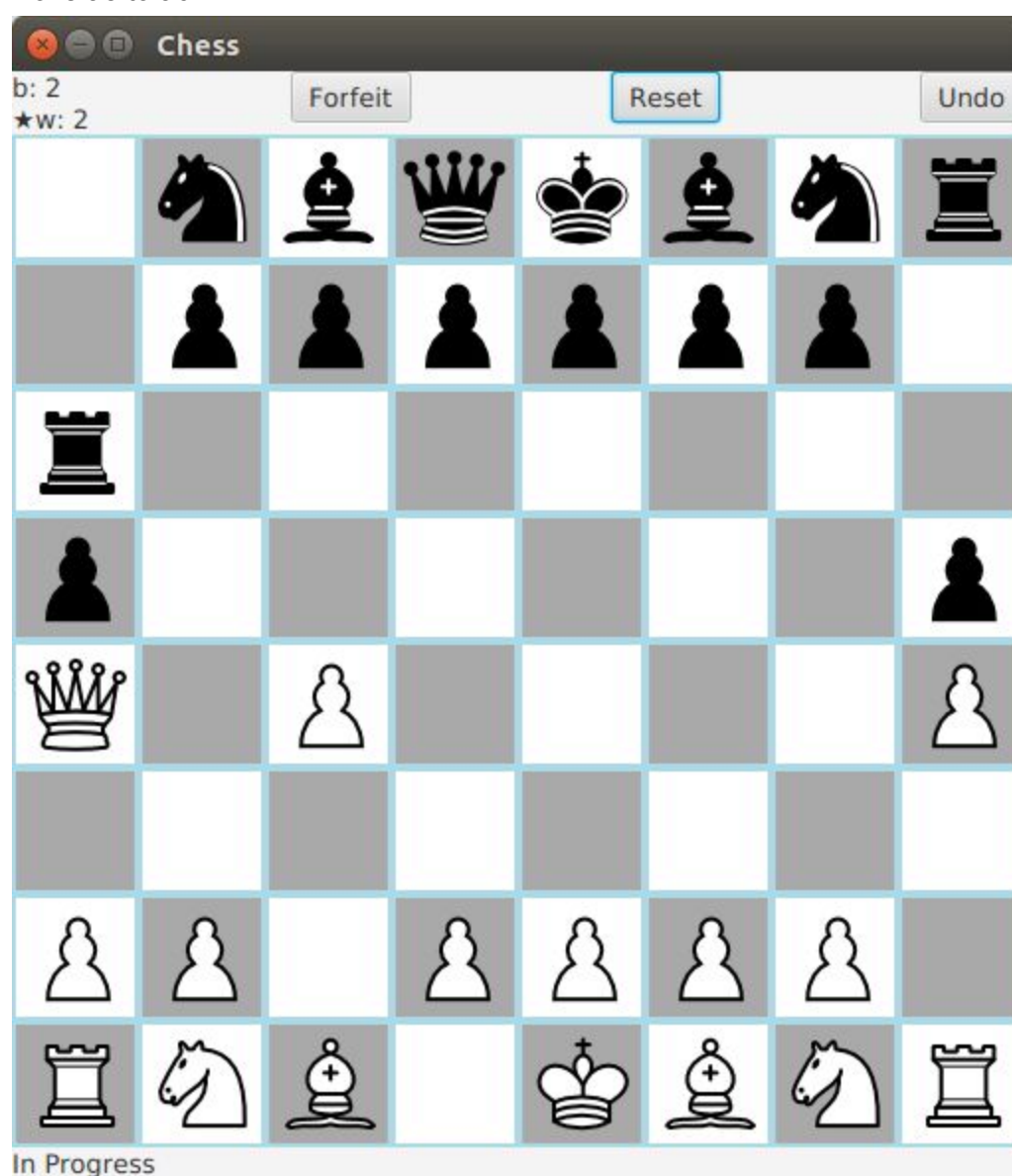
Move a7 to a5



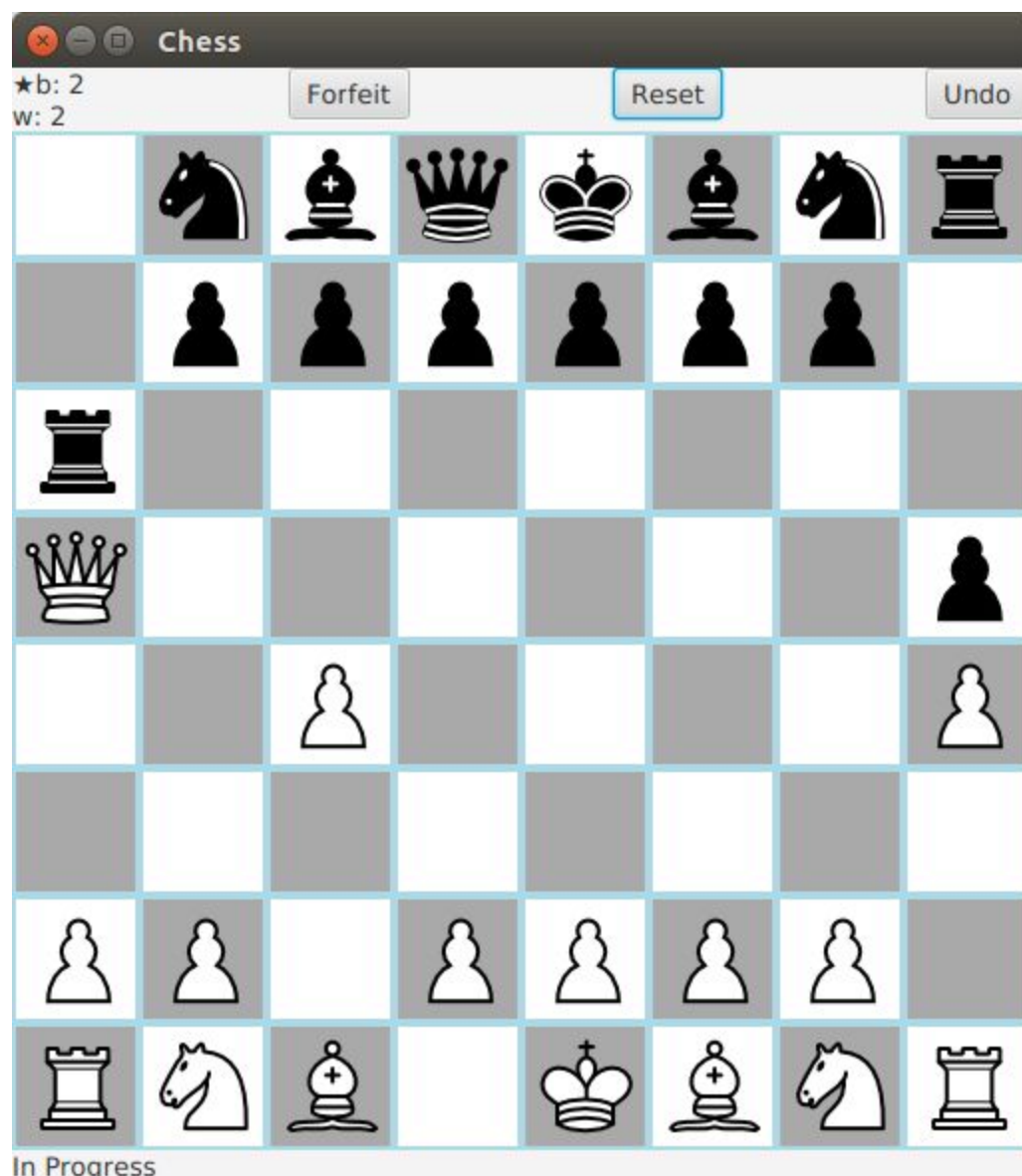
Move d1 to a4



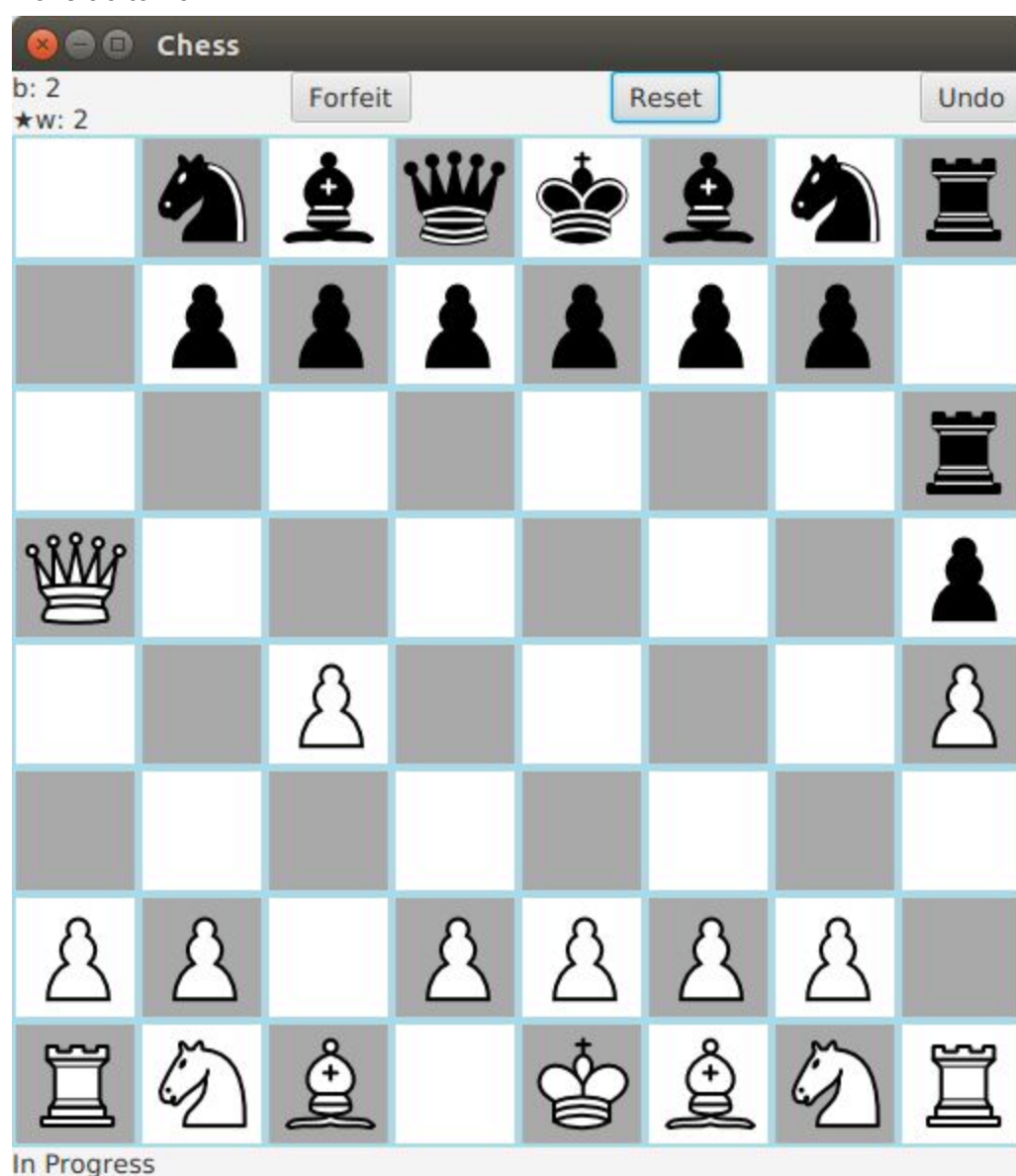
Move a8 to a6



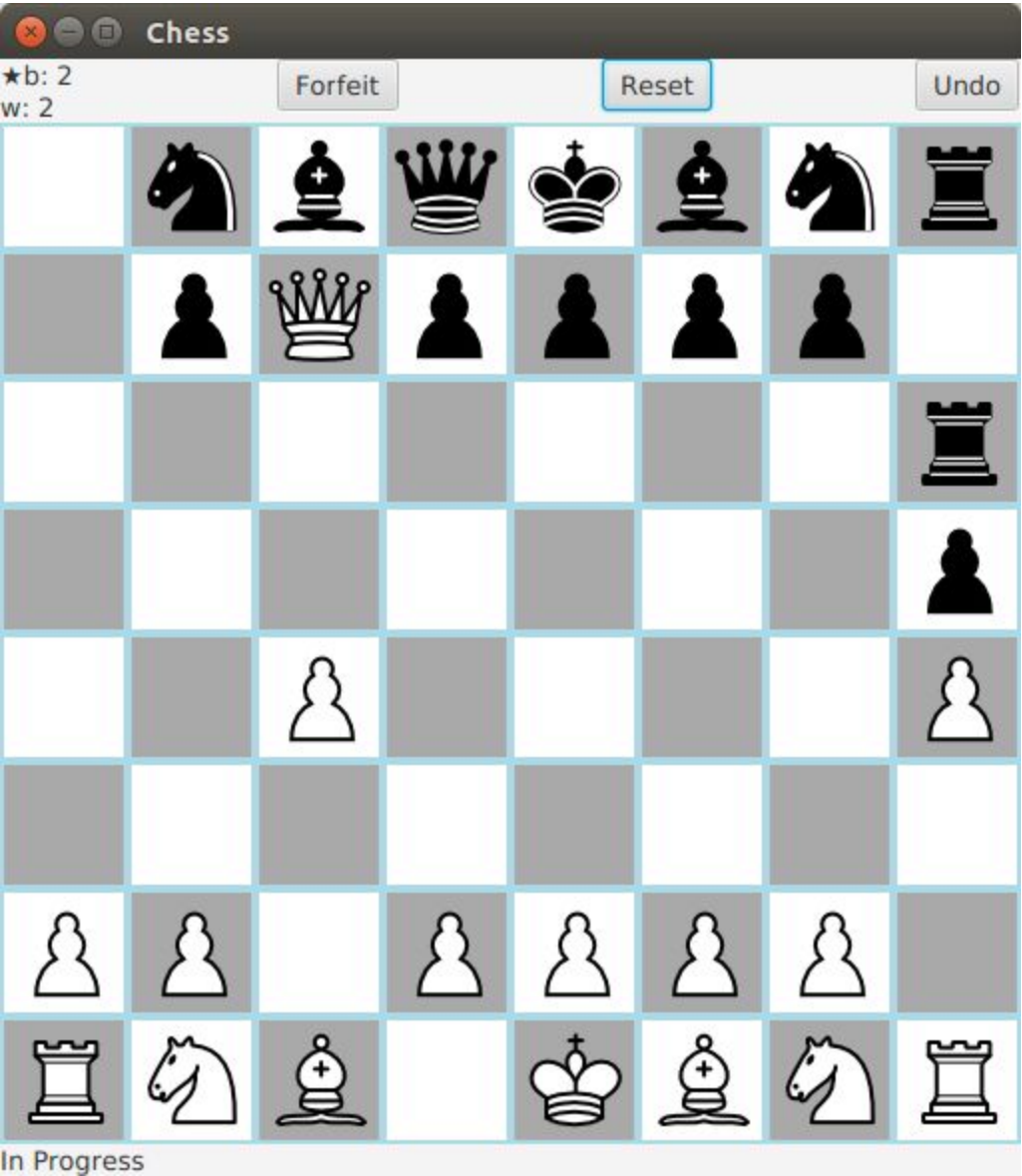
Attack a4 to a5



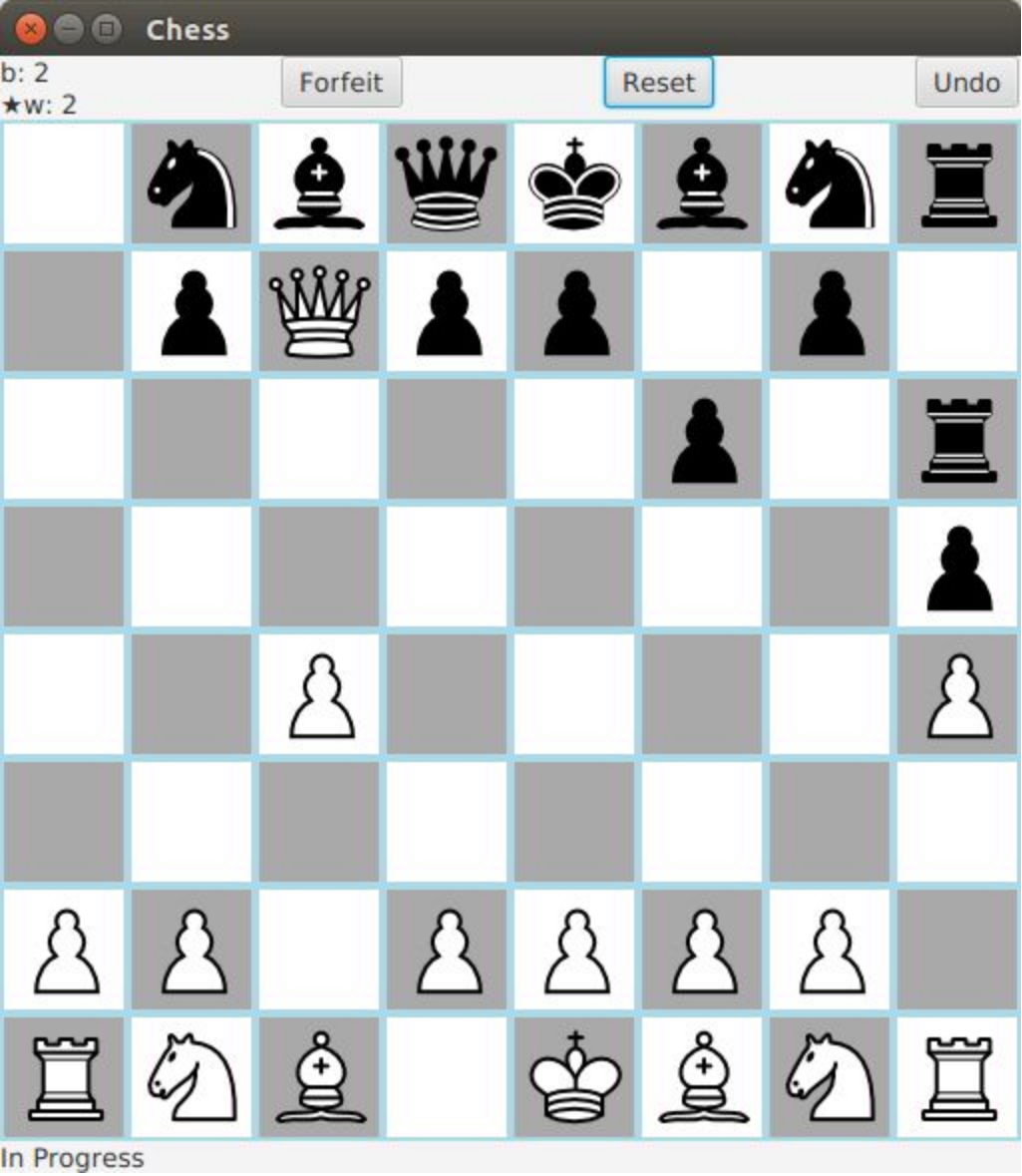
Move a6 to h6



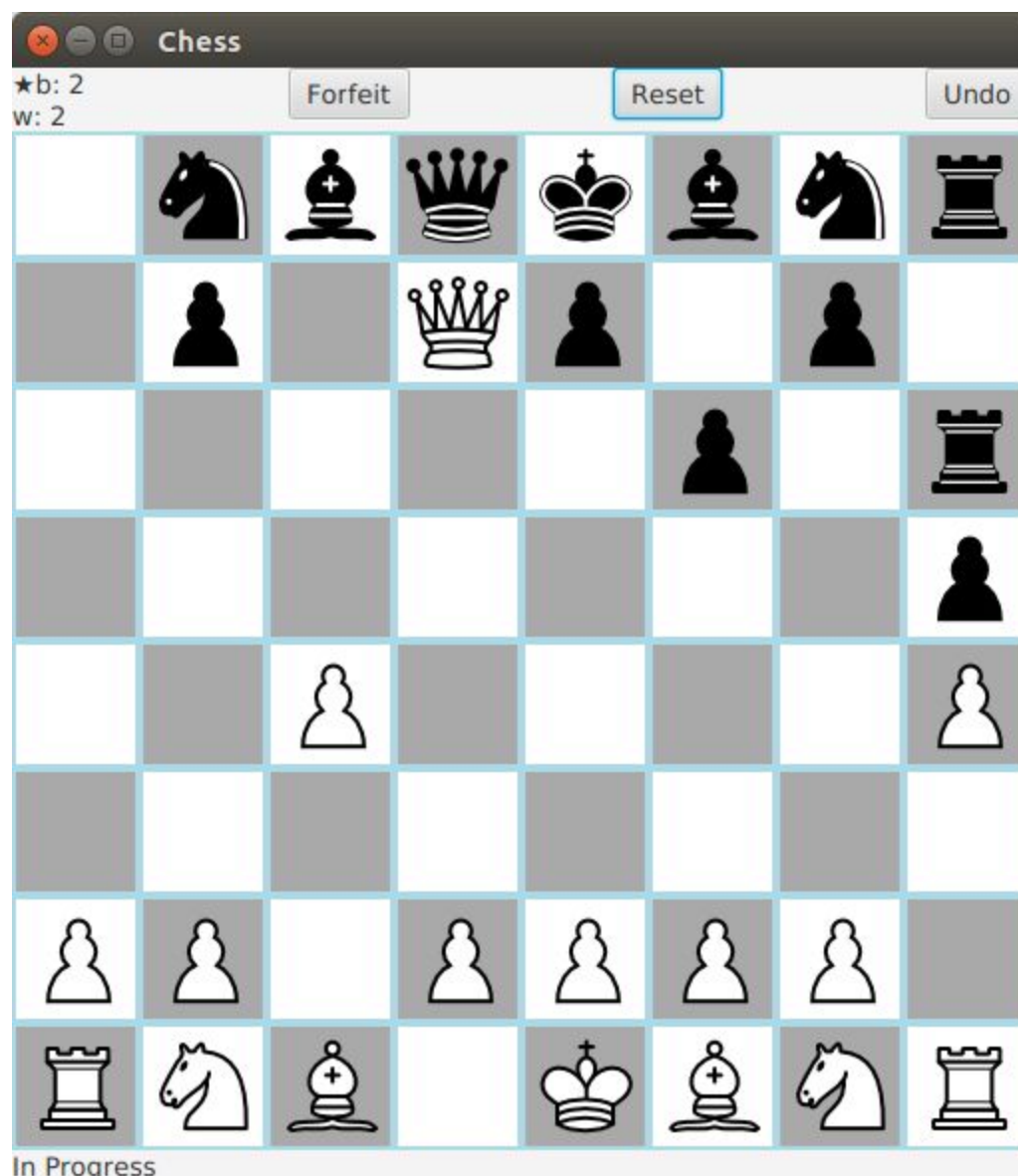
Attack a5 to c7



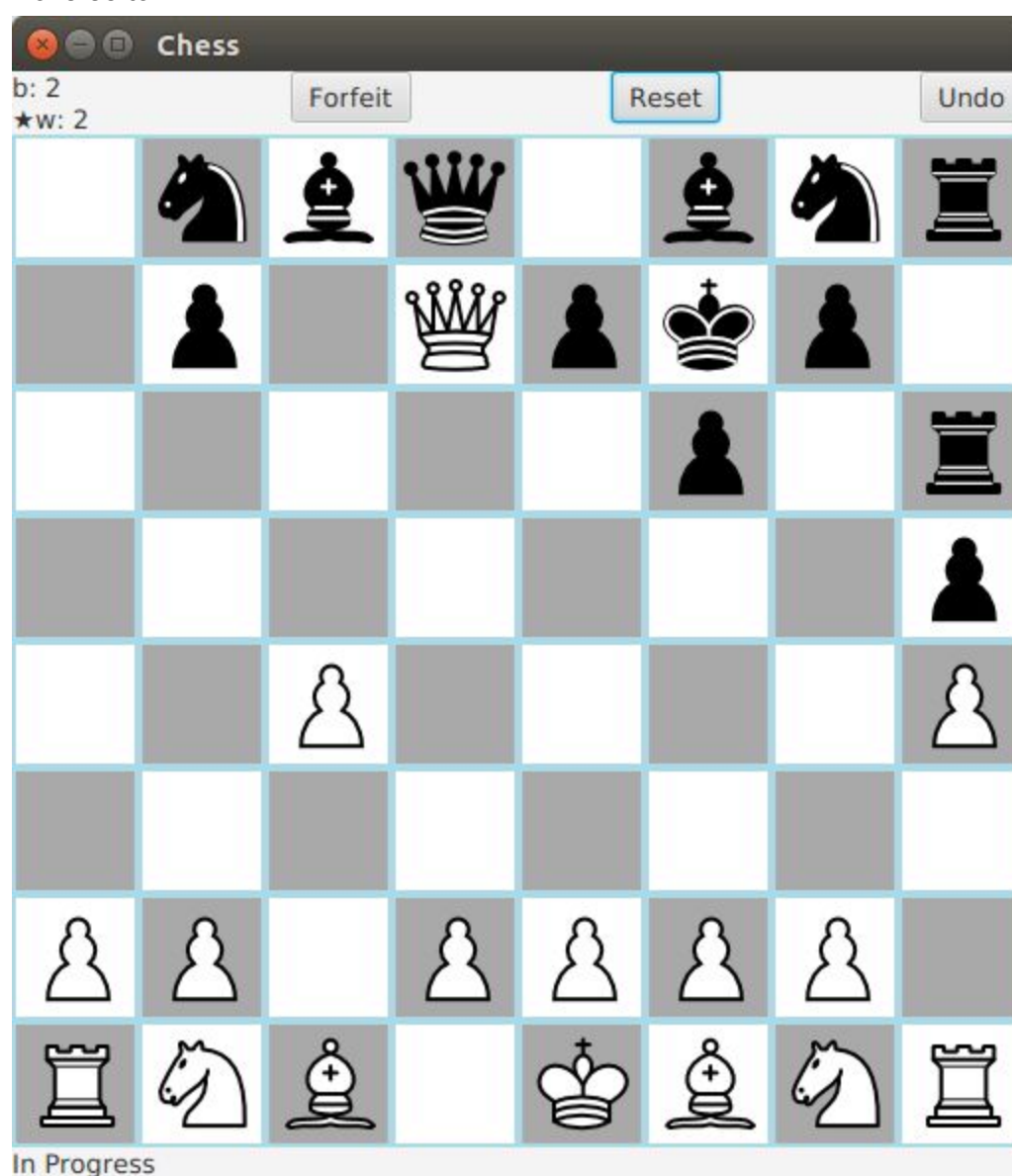
Move f7 to f6



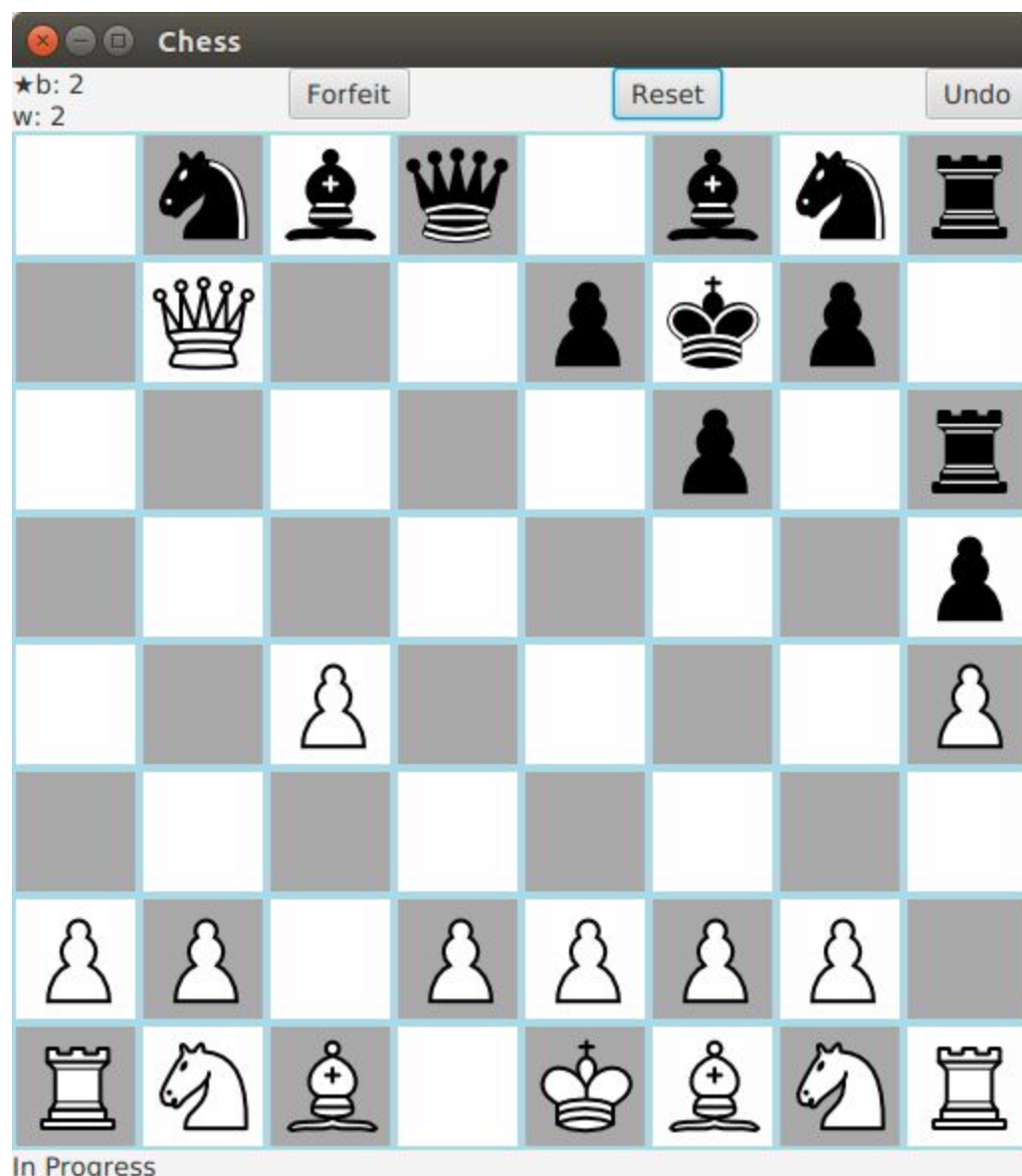
Attack c7 to d7



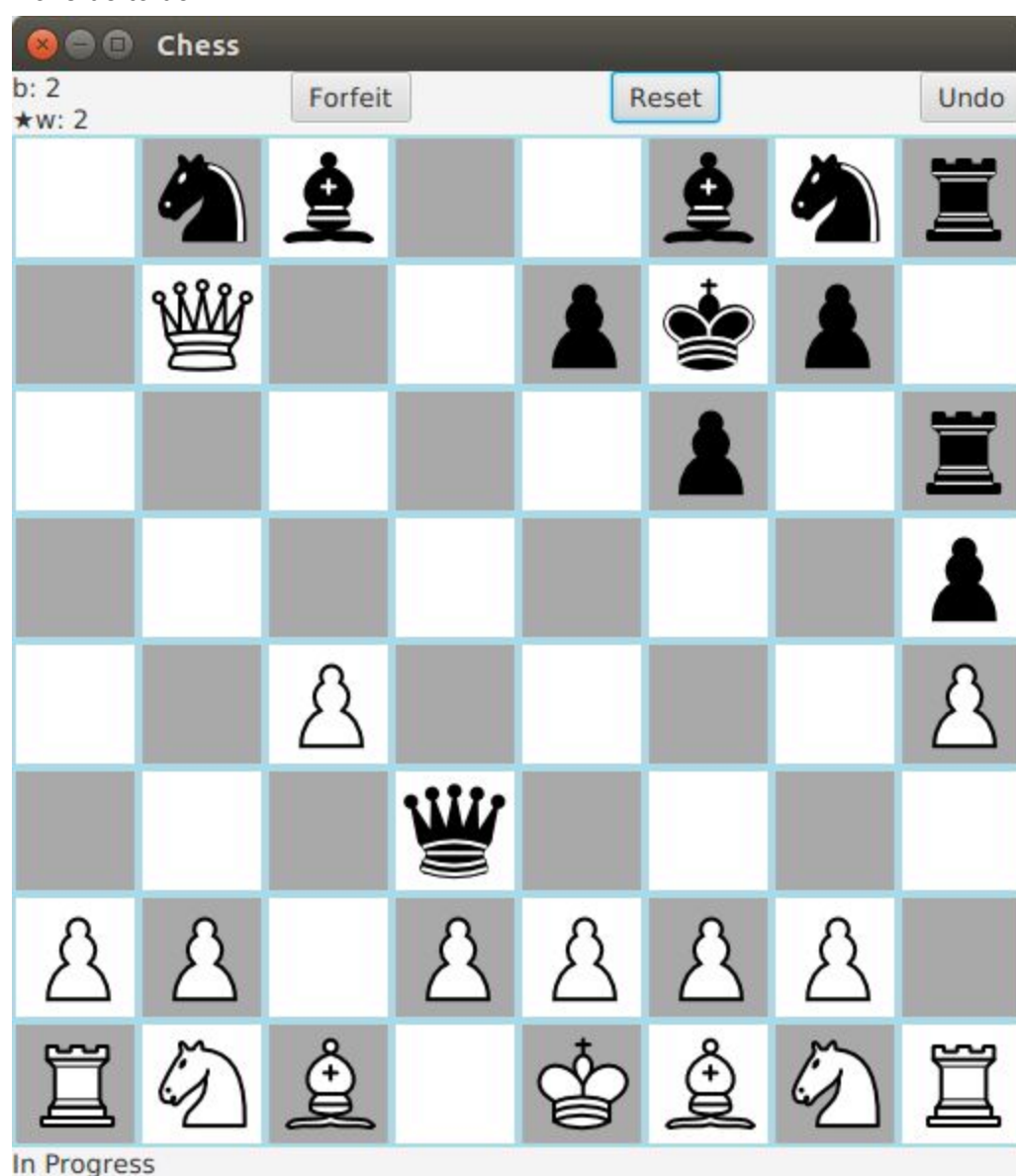
Move e8 to f7



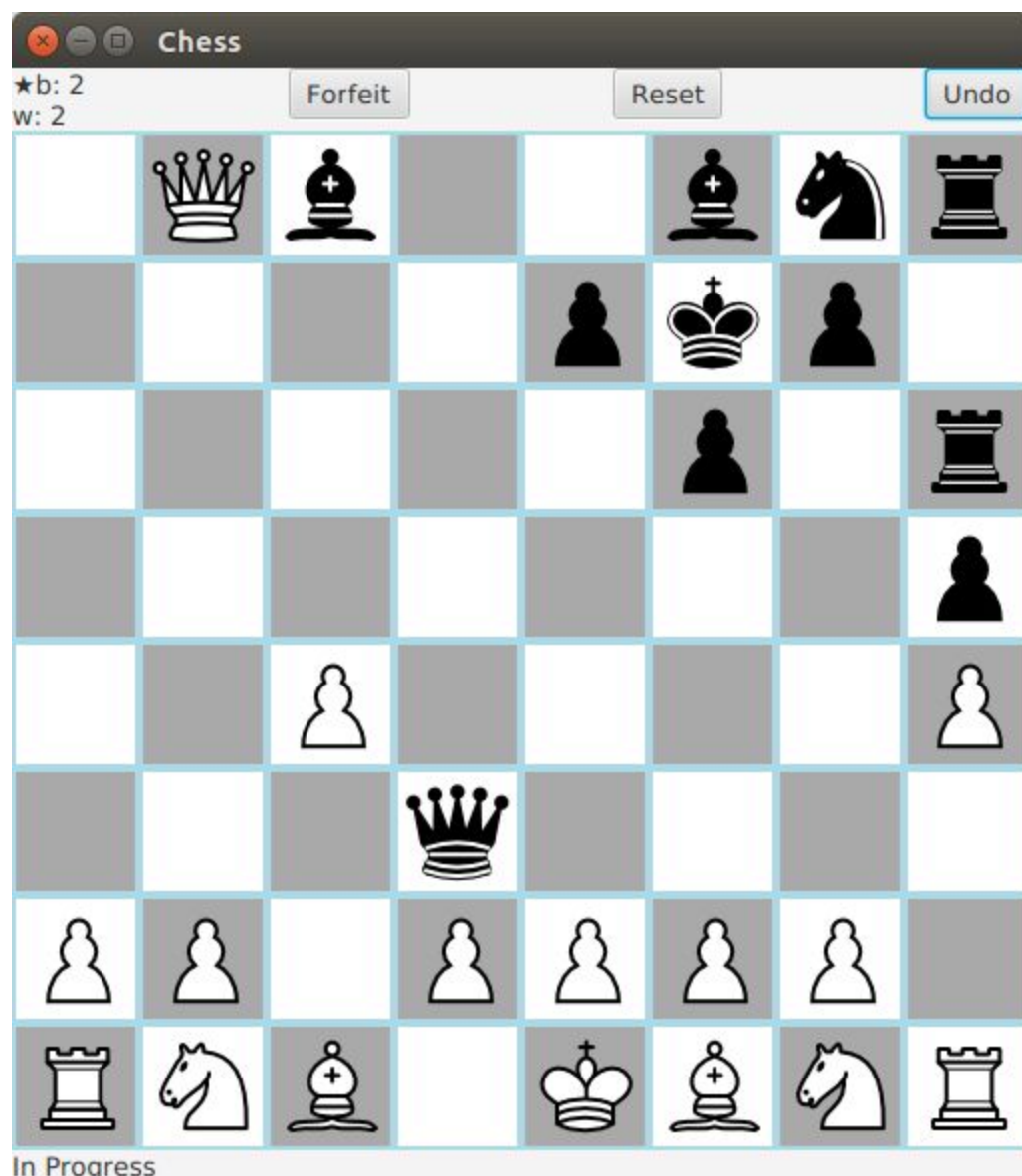
Attack d7 to b7



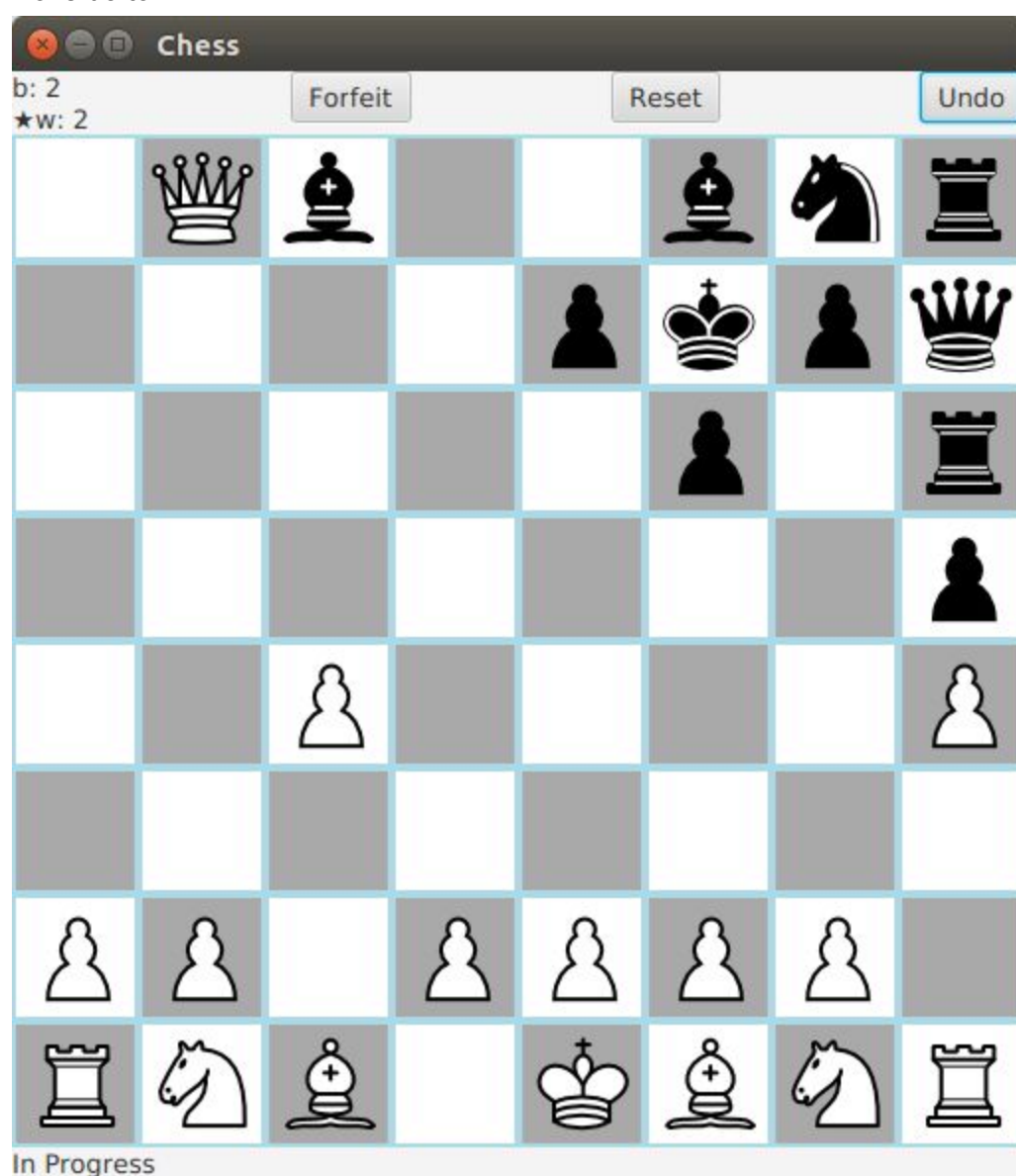
Move d8 to d3



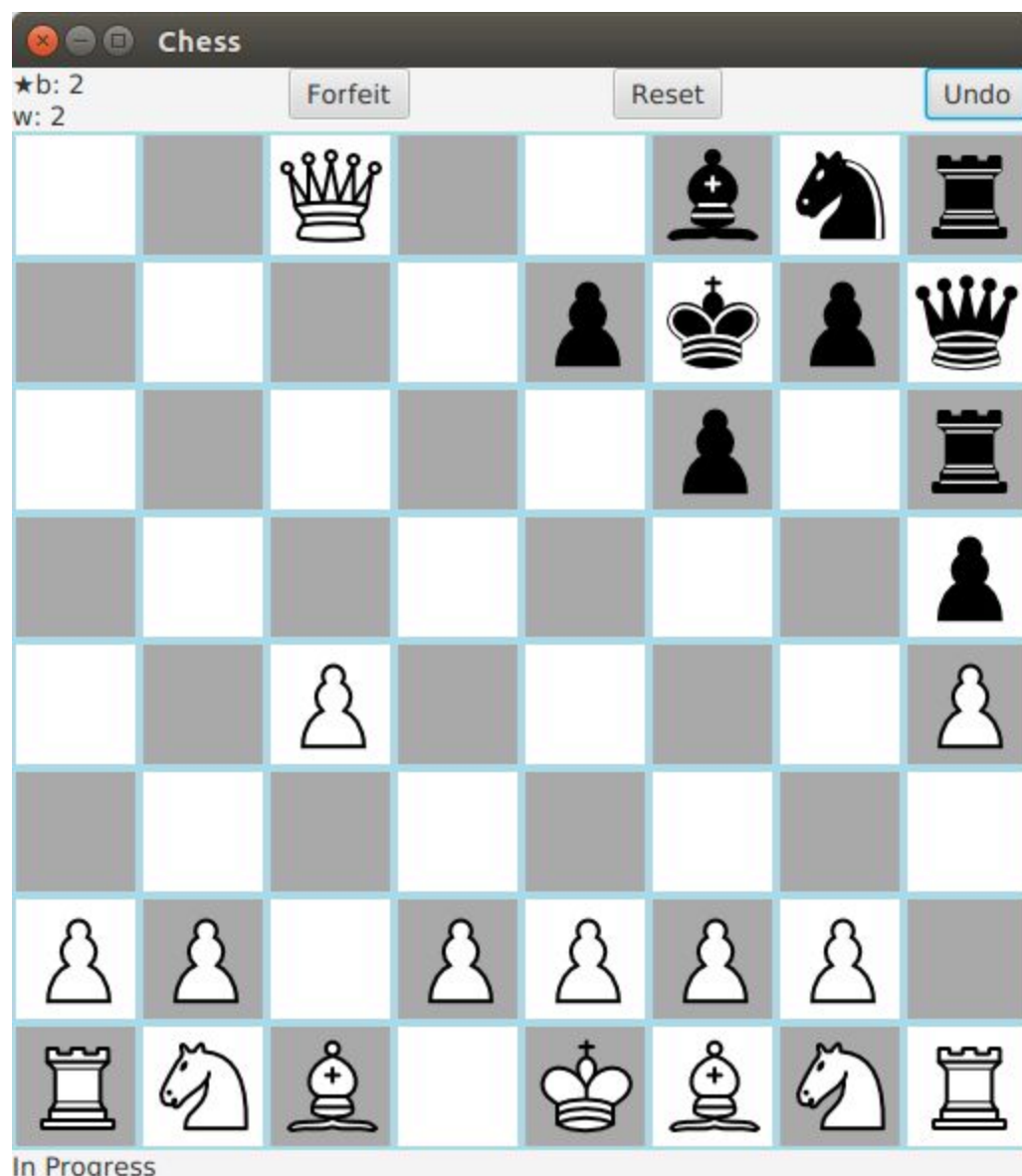
Attack b7 to b8



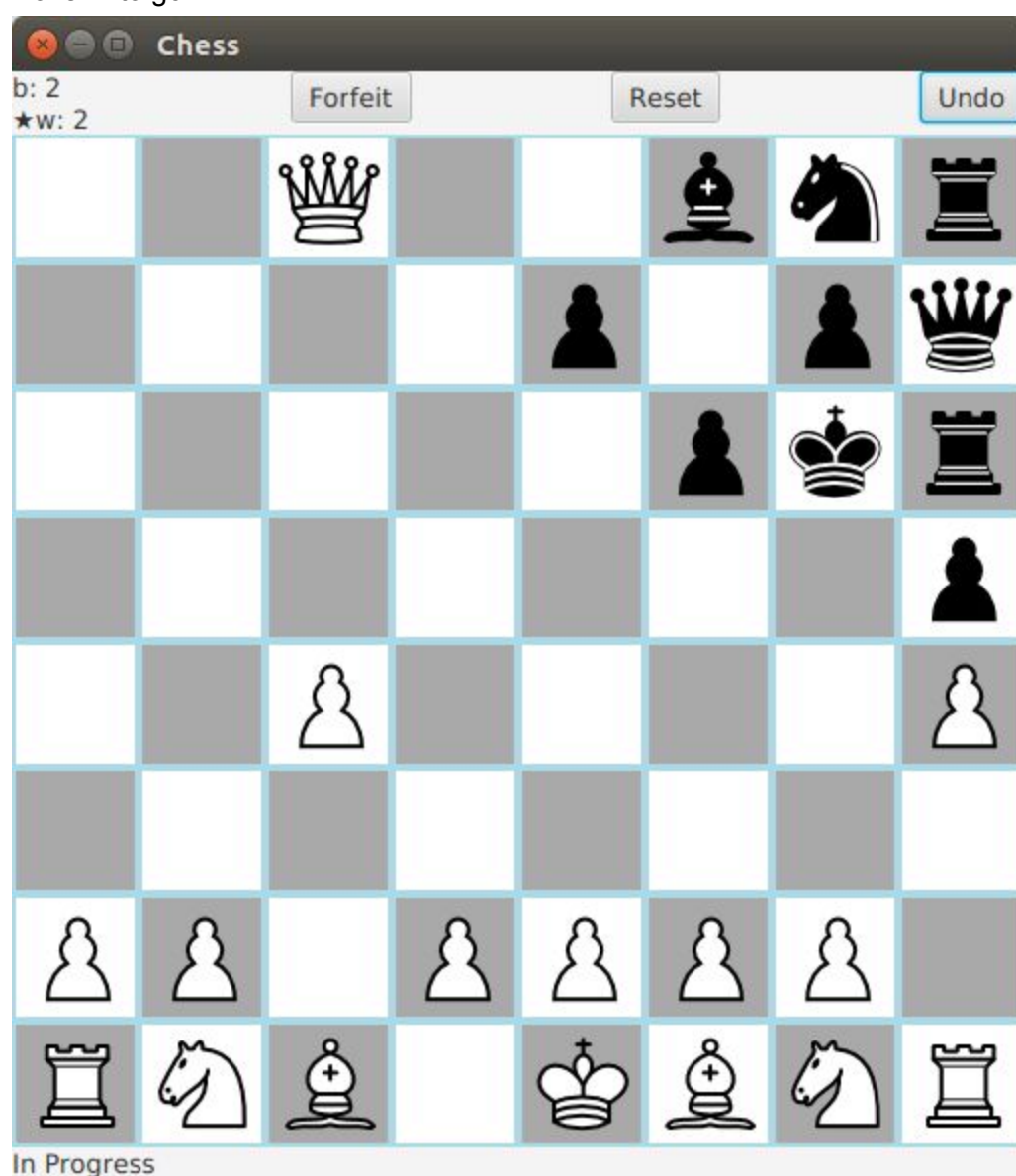
Move d3 to h7



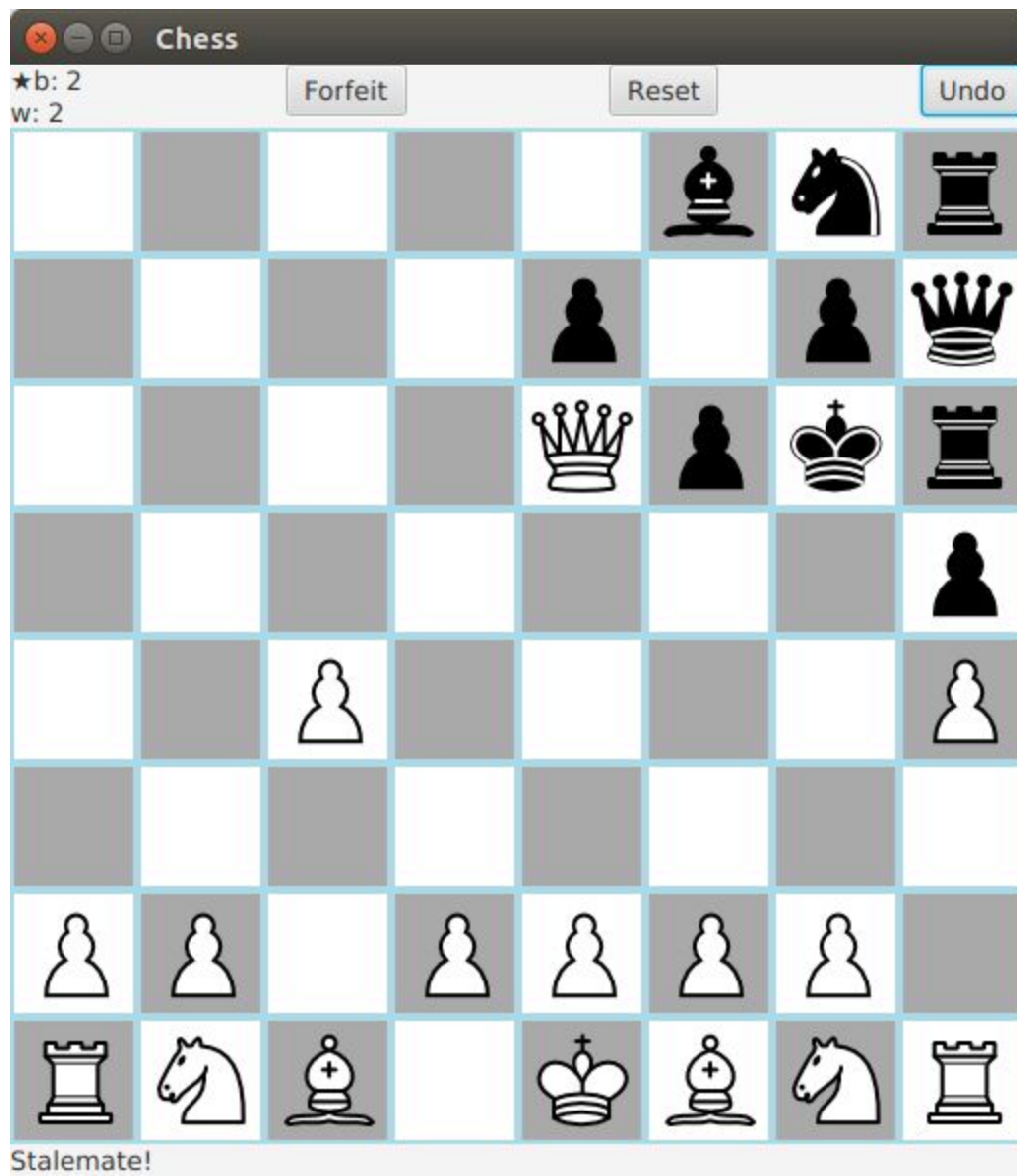
Attack b8 to c8



Move f7 to g6



Move c8 to e6



When a stalemate happens, the status message changes to “Stalemate”.