Code

Directory structure

- `docs/`

  - `docs/Instructions.md`
    - Instructions on how to use haskell-chess
  - `docs/Chat.md`
    - About how to use chat in game
  - `docs/Code.md`
    - Code/File structure

- `src/`

  - `src/UI/`

    - `src/UI/Display.hs`
      - Display callbacks of main display loop.
    - `src/UI/Figures.hs`
      - Vertices and settings of all the pieces on board.
    - `src/UI/Bindings.hs`
      - Lefty click, right click, own moves, opponent move (game play)
    - `src/UI/ConsoleDisplay.hs`
      - Game messages displayed on console

  - `src/VerifyMove/`

    - Each file has function to verify the moves of respective pieces.
    - `src/VerifyMove/Bishop.hs`

- - `src/VerifyMove/King.hs`
  - `src/VerifyMove/Knight.hs`
  - `src/VerifyMove/Pawn.hs`
  - `src/VerifyMove/Queen.hs`
  - `src/VerifyMove/Rook.hs`

- `src/Types.hs`

  - All the data types used across the game.

- `src/BoardUtils.hs`

  - All the functions needed to access and modify the data types that we defined.

- `src/Defaults.hs`

  - Initial setting of game for black and white.

- `src/GameUtils.hs`

  - Logic for check and checkmate

- `src/MoveUtils.hs`

  - Functions to verfy moves and modify game state and display points according to move.

- `src/SocketHandlers.hs`

  - Function for chat server and game socket handlers.

- `src/Main.hs`

  - main function to initiate and start the game.

- `Readme.md`
  - Instruction on how to install haskell-chess.