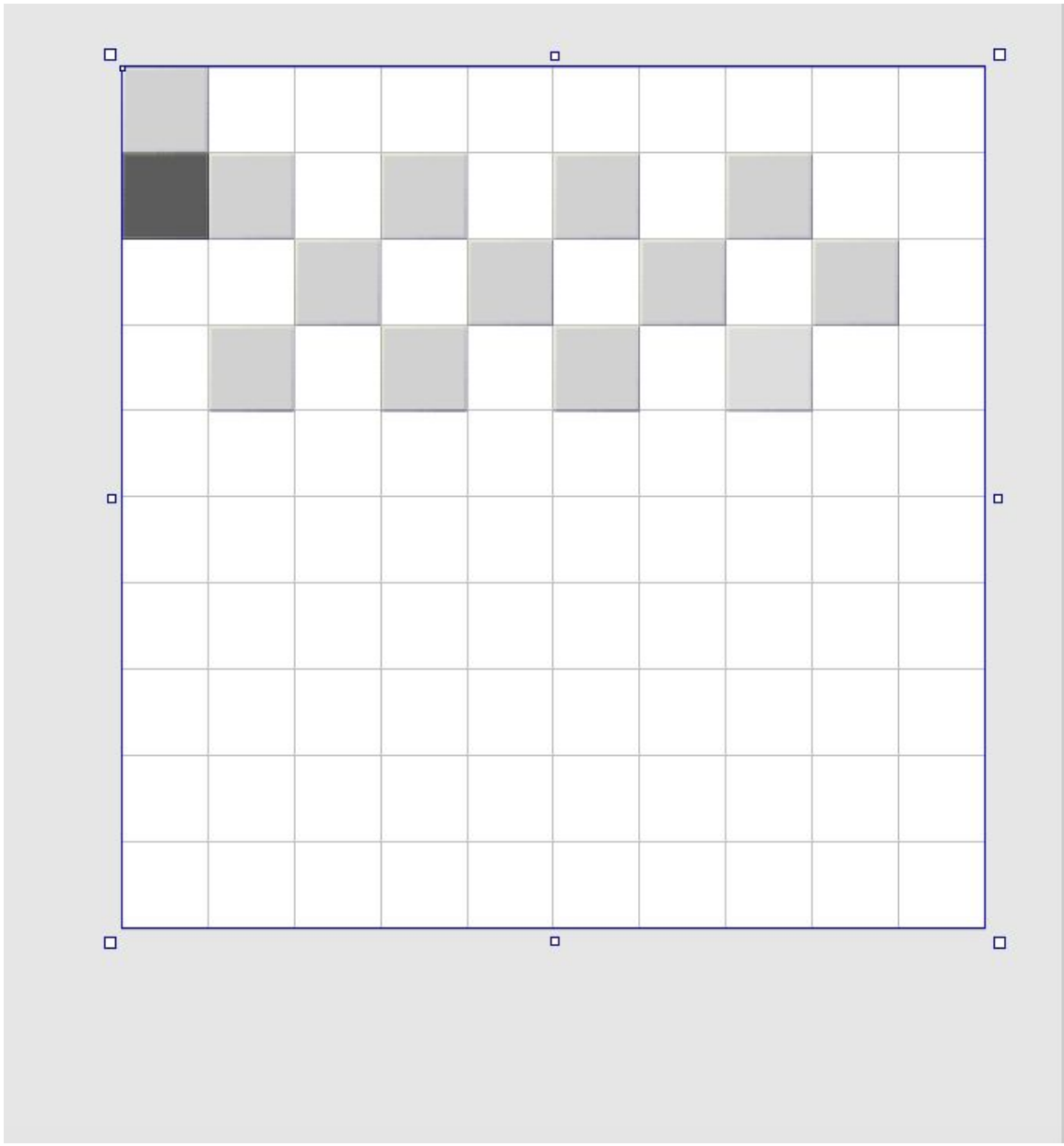
Learning:

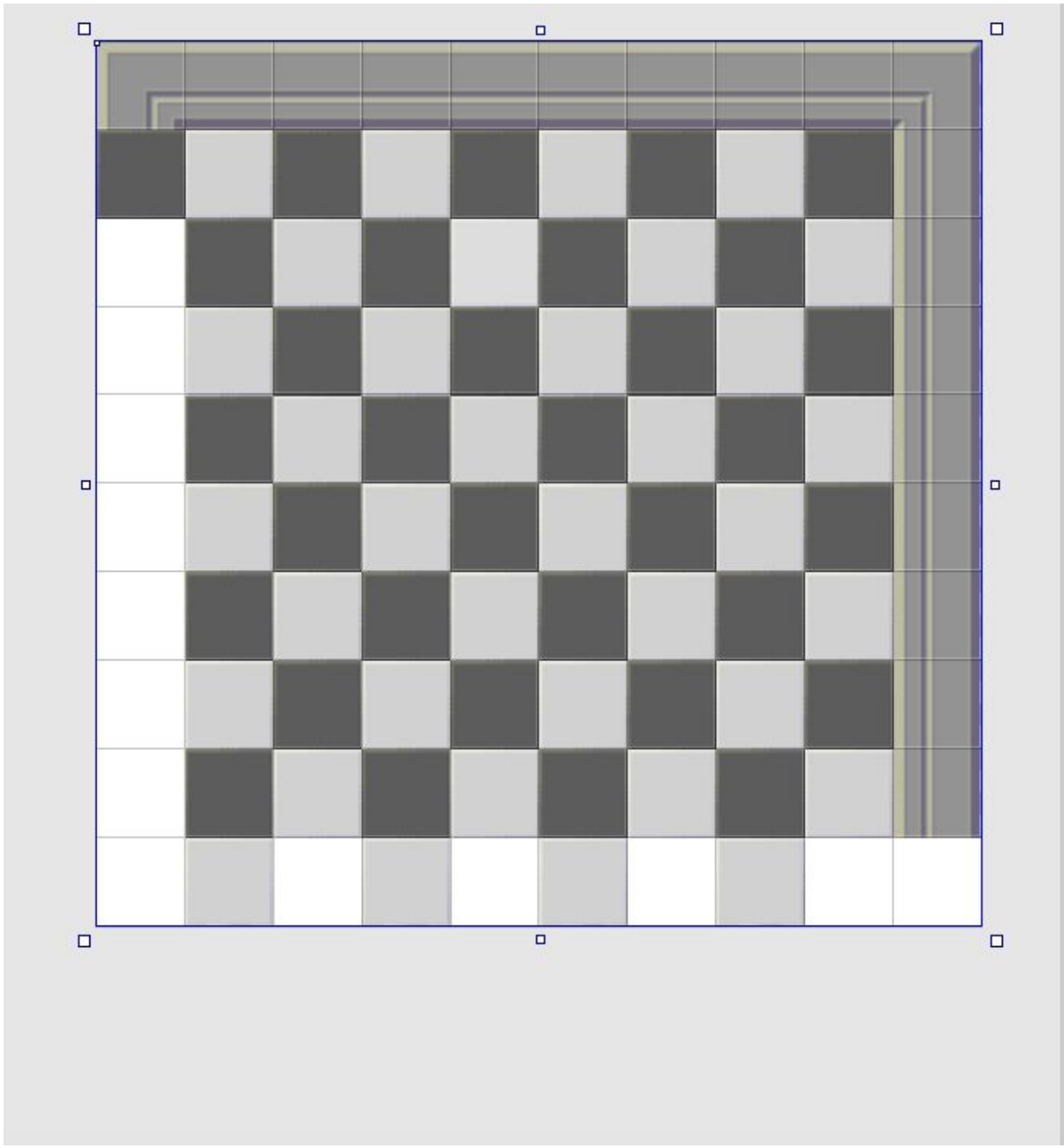
1. **drag and drop behavior**
2. tilesheet inserting
3. **pinning a sprite to a hitbox**
4. **event to set the position of a sprite**
5. setting the viewport to fit the 320 x 320 board
6. changing a text to show the current row and column

https://opengameart.org/content/boardgame-tiles

one sprite: chess piece
one sprite: chess hitbox
snap to grid
behavior: drag and drop
event: set the piece on dropped to be round(X / 32) * 32 so it's aligned correctly to the grid

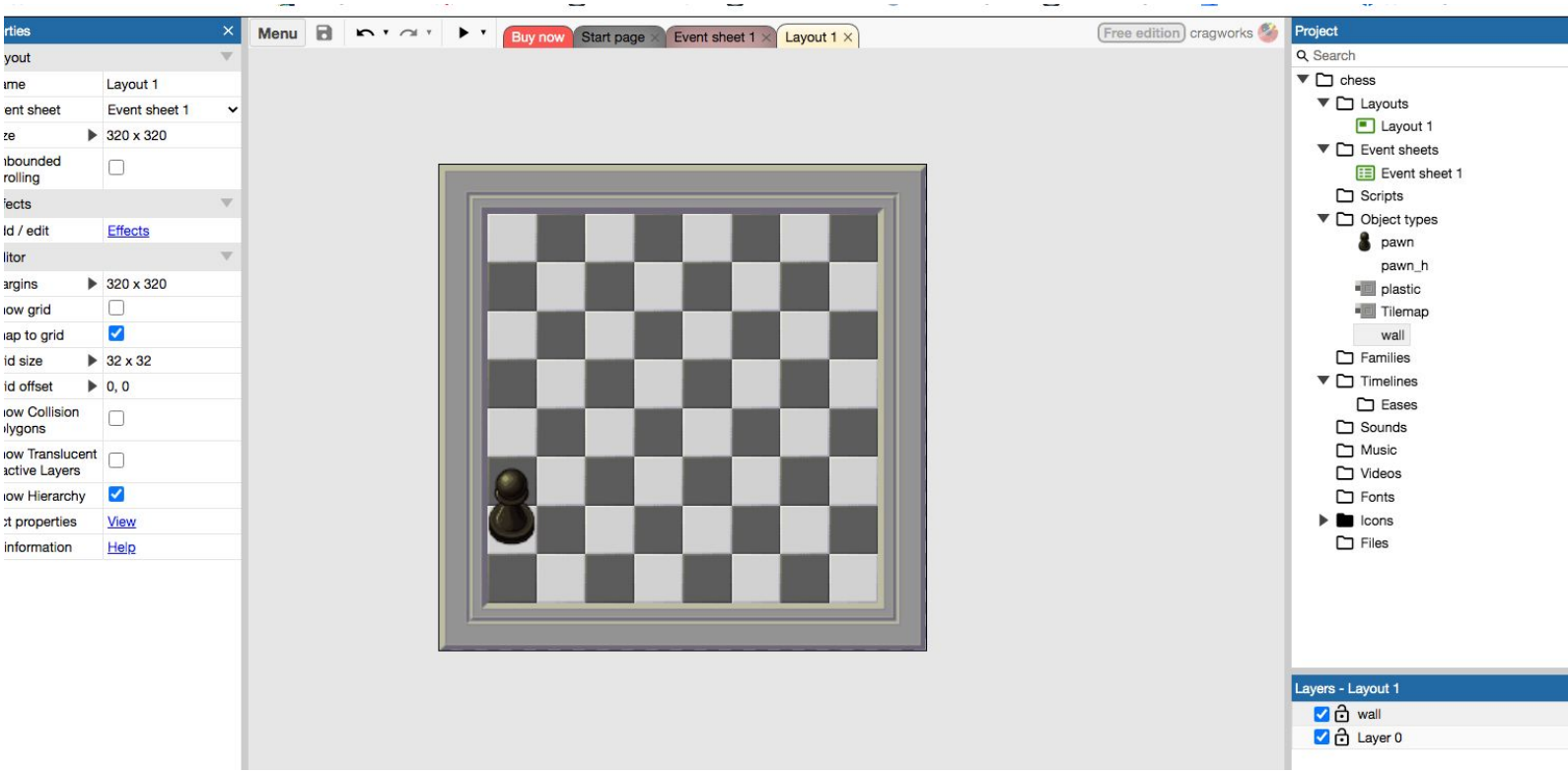

Layout 1
Event sheets
Event sheet 1
Scripts
Object types
plastic
Tilemap
Families
Timelines
Eases
Sounds
Music
Videos
Fonts
Icons
Files
Tilemap: Tilemap UID 2
1
Rotation: 0°

imprt

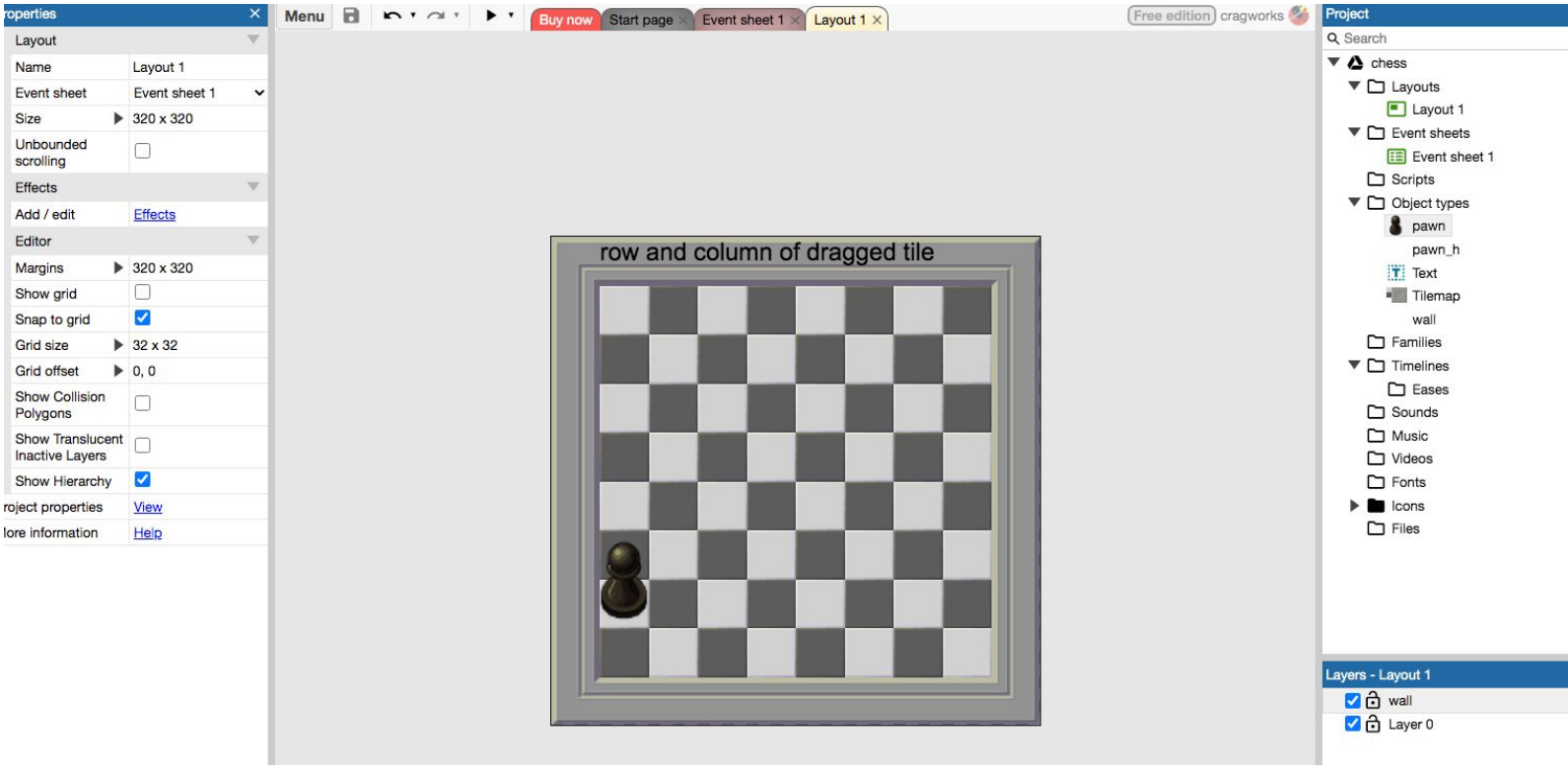


Import tile sheet into Construct 3.
Make the tile map select 32 x32
Insert the wall and the checkerboard tiles. Total size will be 320 x 320

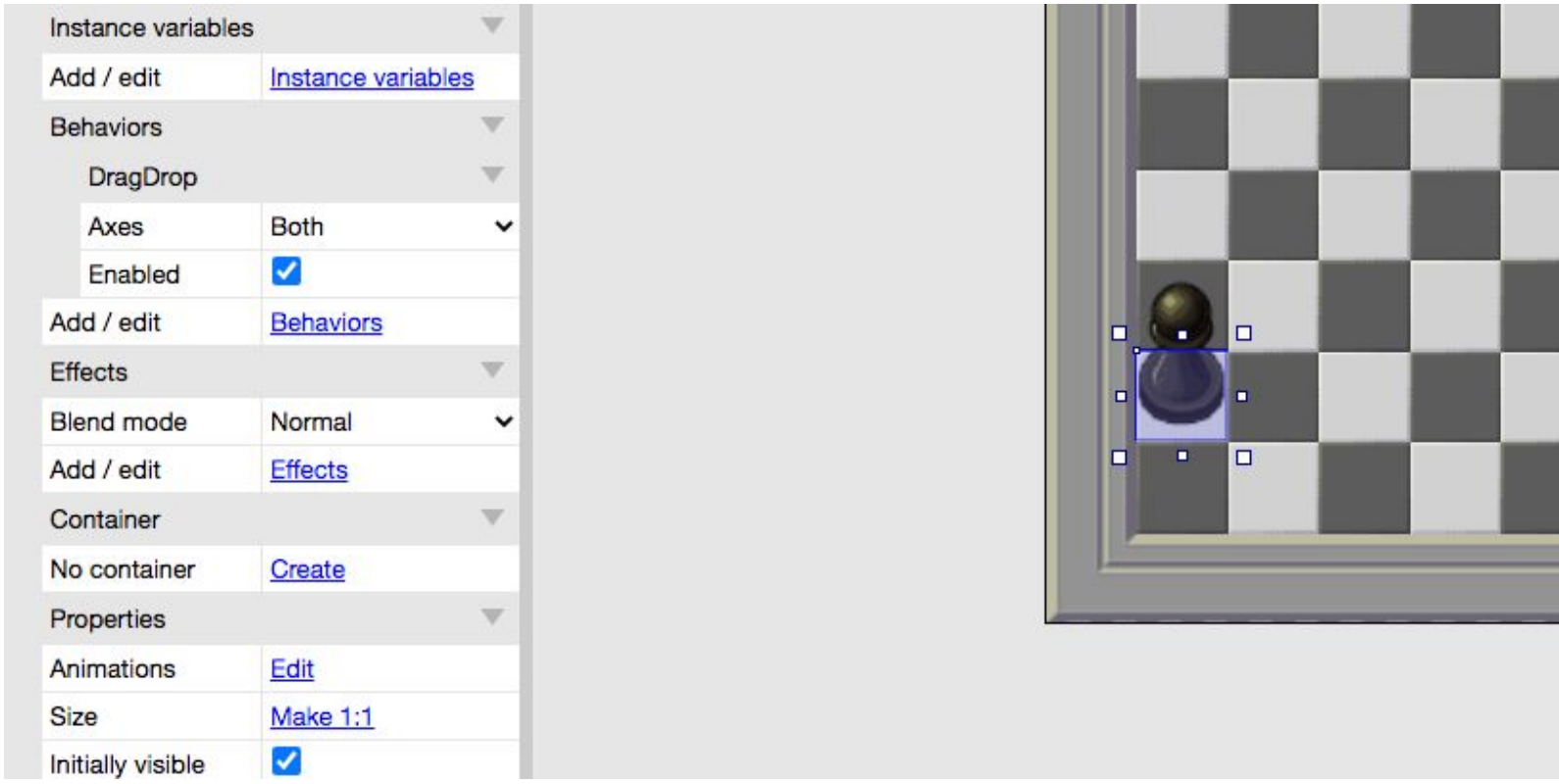
Finished tilemap



Import the chess piece as a new sprite and crop it.



In the editor project properties, turn on snap to grid, so the piece will always snap to the right spot.



Make another sprite called pawn_h This will be the hitbox. Put it in the square and put the chess piece over the square.
The pawn_h will have a drag and drop behavior.
The pawn sprite will be pinned to pawn_h.

Add these 3 events and actions.

The first one pins the **pawn** to the **pawn hitbox**.

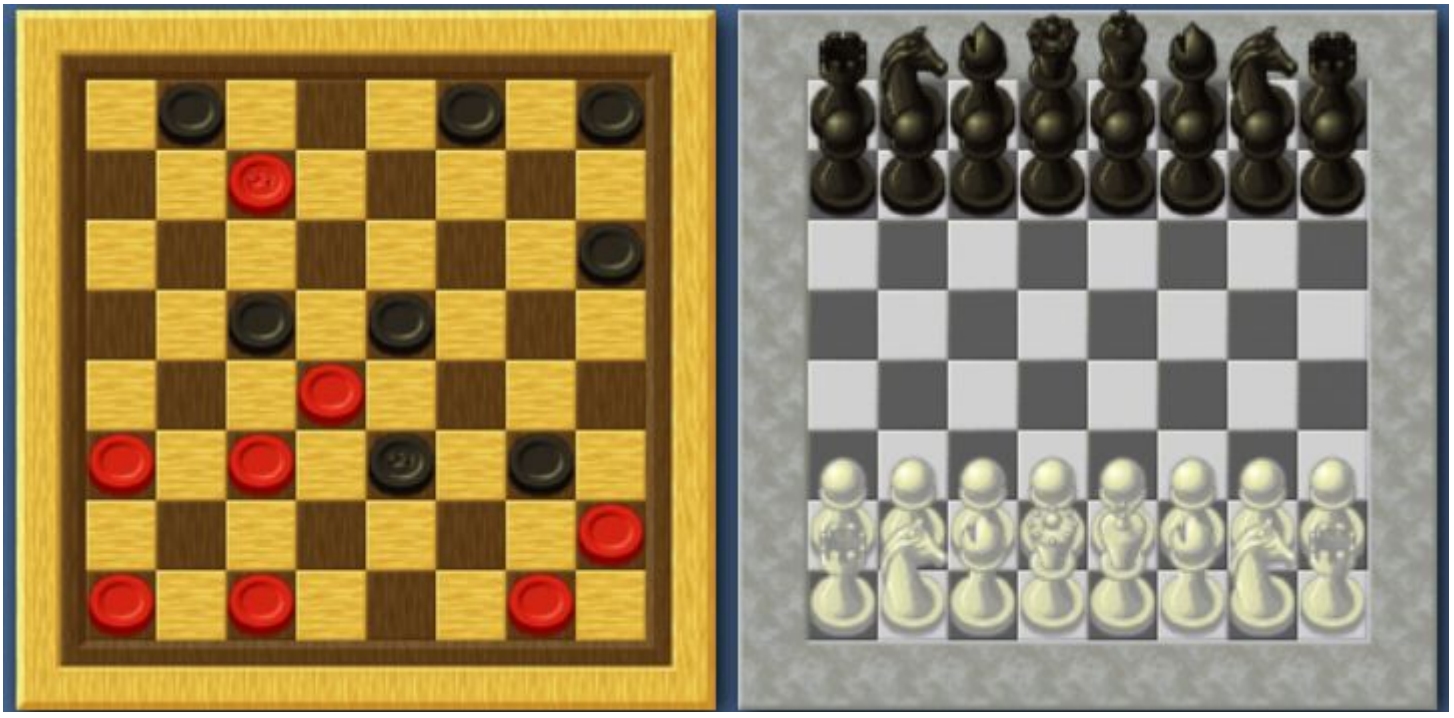
The second one moves the hitbox to the right place (snap to grid) **when you let go of the hitbox.**

32 x round(pawn_h.X + 32) is the row

32 x round(pawn_h.Y + 32) is the column

You need to round otherwise you could get 2.232323 instead of 2 for the row or column

The 3rd event happens when you are **dragging the hitbox**. Then, it will display the row and column you're on by changing the text at the top.



Task: make the rest of the chess pieces so they can be dragged and dropped anywhere on the board. You will need to duplicate the chess piece + hitbox 16 times.
8 pawns
2 rooks
2 knights
2 bishops
1 king
1 queen

x2 (because black and white)

Then choose another board game to create. Add the tile sheet, sprites (pieces), and drag and drop behavior.