



OCaml Gambit

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OUR PRODUCT



MULTIPLAYER

Co-op playing locally



FUNCTIONAL

Complete type checking
for moves, including
special moves such as
castling or promotions.



TERMINATES

"Game over" triggered by
forfeits, checkmates, and
stalemates



KEY HIGHLIGHTS

01

INTERFACE

commands for quit, draw,
and forfeit; customization

02

MOVE CHECKING

innate piece attributes and
special conditions

03

STATUS CHECKING

checks, checkmates, and
stalemates

04

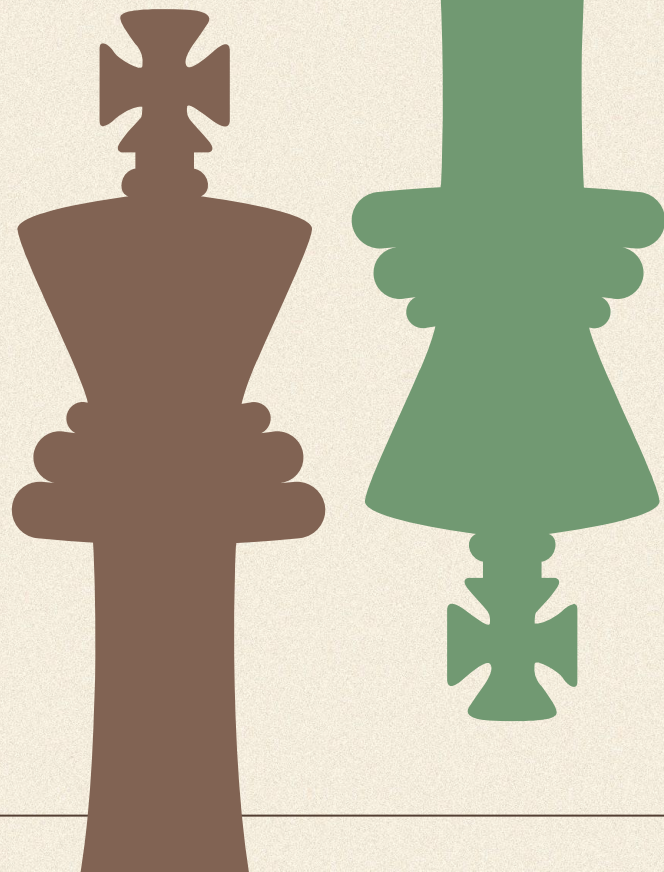
SCORE TRACKING

draw, win, and lose point
distribution



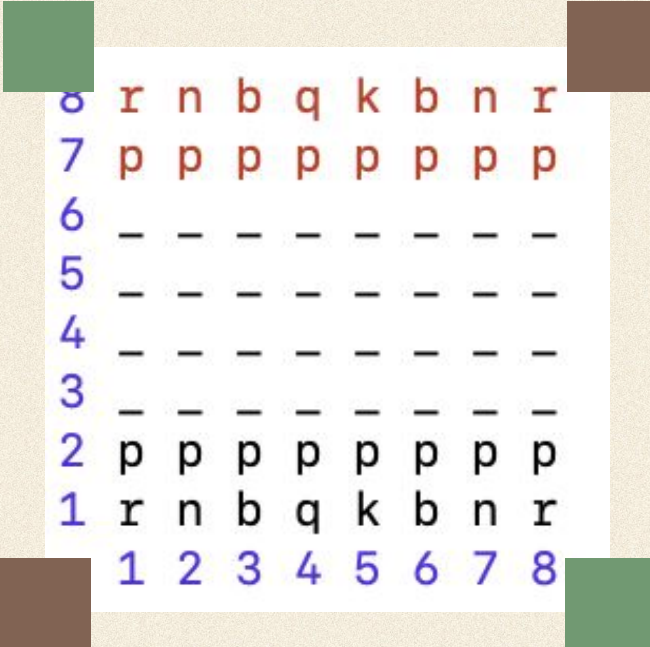
01

INTERFACE

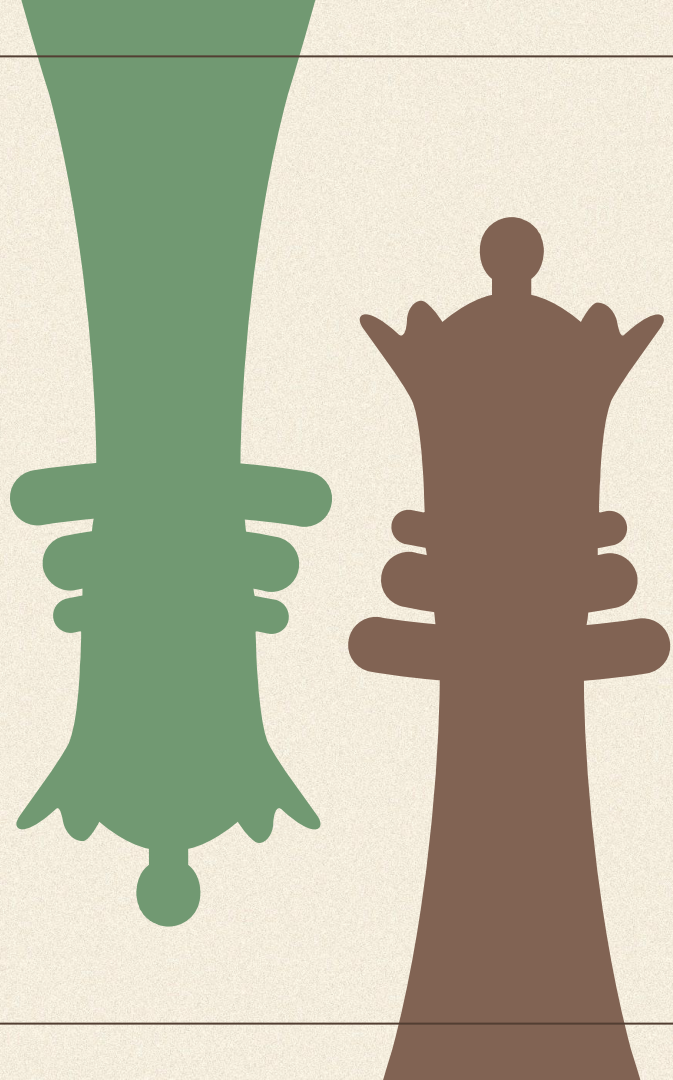


KEY FEATURES / THINGS TO NOTE

- Color differentiation
 - Red represents black pieces
 - Black represents white pieces
- Quit command
- Draw command
- Forfeit command
- Play again option
- Name customization
- Prompt for new command if invalid command



8	r	n	b	q	k	b	n	r
7	p	p	p	p	p	p	p	p
6	-	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-
2	p	p	p	p	p	p	p	p
1	r	n	b	q	k	b	n	r
1	2	3	4	5	6	7	8	

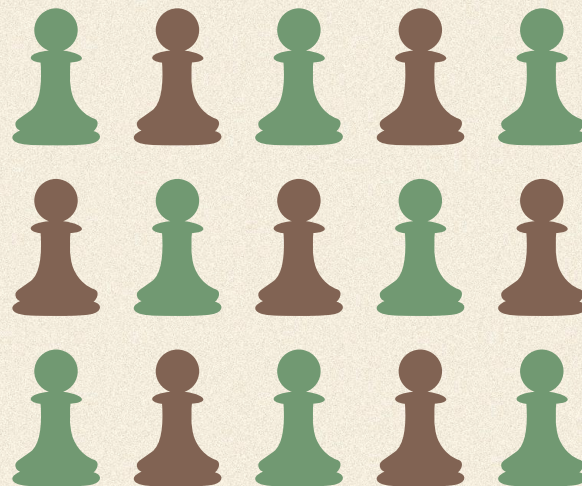


02

MOVE
CHECKING

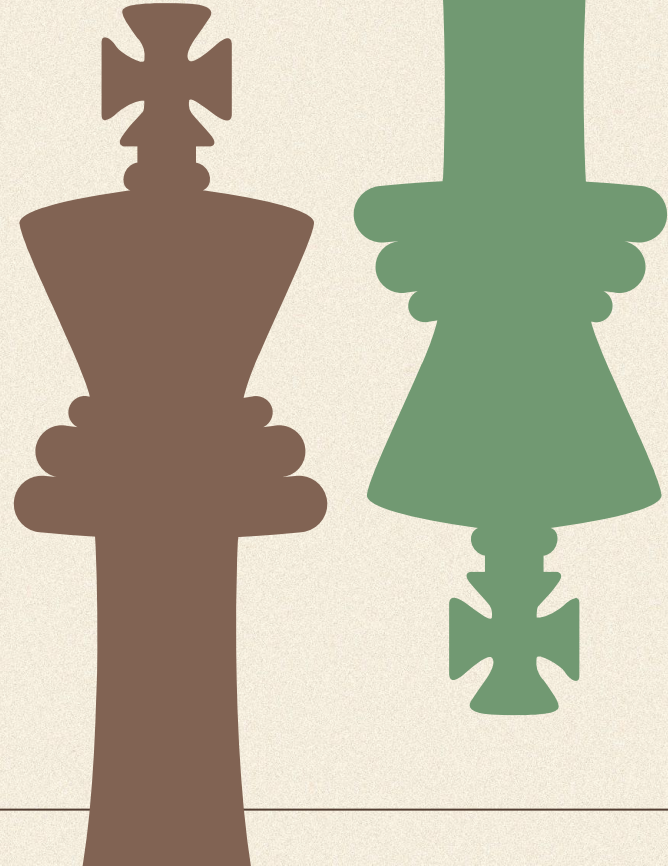
CONDITIONS

1. Is the move legal based on the piece type?
(i.e. bishop can only move diagonally)
2. Are there special conditions (i.e. castling)?

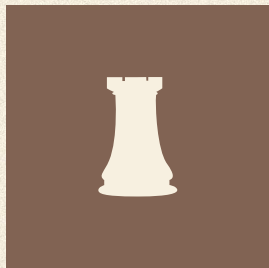


◆ 03 ◆

STATUS
CHECKING



CONDITIONS



CHECKMAT



End game



CHECK



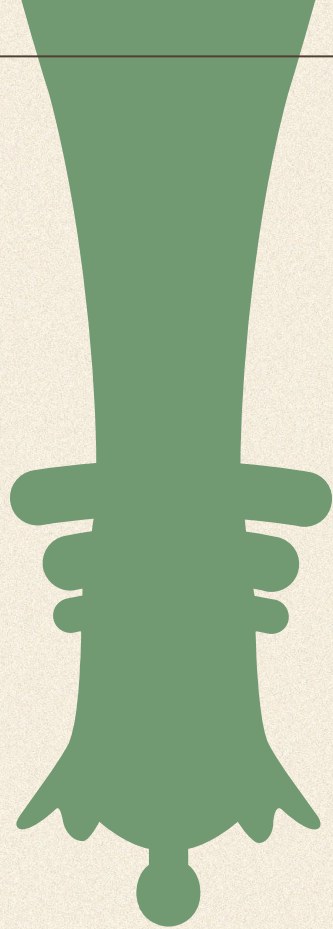
Will a move put /
keep a player in
check?



DRAW



When there are only
two kings left on the
board.



◆ 04 ◆

SCORE
CHECKING

TWO DISTRIBUTIONS



CHECKMATE

The winning player gains one point.



DRAW

Nobody gains a point.