**Notes for Pygame Chess**

* First Project (Good job!)
* Followed this YouTube Video
  + <https://www.youtube.com/watch?v=X-e0jk4I938&t=138s>
* Additional YouTube Video available for additions (En passant, Castling, etc..)
  + <https://www.youtube.com/watch?v=s2Dd_obh3fM&t=134s>
* Github for original code from YouTube Video
  + <https://github.com/plemaster01/pygameChess/blob/main/main.py>
* Files are organized by:
  + chess\_main (The main file that runs the game)
  + chess\_constants (The file that stores the constants that are used in the main file)
  + chess\_visuals (The file that deals with the graphics of the board and the pieces)
* draw\_checkmate(), check\_legal(), and is\_square\_attacked() are functions that are completely made by me
  + draw\_checkmate() is a function that I created to make checkmate work but never got it to work
  + check\_legal() is a function that I created to disallow pieces make a move that exposes their own king
  + is\_square\_attacked() is a function that I created that checks if a square is attacked. This function was used to try to make draw\_checkmate() work. This function is still used in the game.