

The User's Guide to I See Chess

Welcome to the User's Guide to I See Chess! We hope you enjoy your stay! This is the guide that will help you navigate through the program enclosed with this guide. (Actually the guide is enclosed with the problem, but that is irrelevant at this point in time.) Feel free to open this guide at any point and feel free to read backwards or upside down. Who knows, you might even be able to make more sense out of it. For practical purposes, the rest of this guide will not be written in Windings.

Introduction

I See Chess is a program that allows two users to play chess. Chess is a standard two player game, played on an eight by eight "chessboard". A chessboard looks like a checkerboard. A checkerboard is coloured in a checkerboard pattern. A checkerboard pattern is a grid of unit squares coloured black and white, where no two neighboring squares share the same colour.

Getting Started

There really is no getting started. You're into the gameplay immediately. White moves first. Just click on a piece and off you go! To move a piece, click on one of yours. It is a good idea to be sure that both players are aware of the pieces they are controlling and that the intersection of those two sets is empty. Pieces were made black and white for two reasons: that is how it is done in the standard game of chess, and this way all colour blind people can play this game (although being proficient at chess might make it easier as it will be harder to determine where you can move your piece). When you click on a piece, the board (whilst highlighting the square your cursor is on in yellow) will highlight the square the selected piece is on in blue, and the possible moves that piece has in green. Click on one of the green squares and the piece will be magically transported to its new home. The other player will then move. Repeat until you get bored, you have to make a decision in the game other than moving a piece, or something happens that does not allow you to keep going (e.g. death).

Features

The full rules of chess. Every last rule is in there. Even the French one, en passant. You can castle, capture en passant, promote pawns, checkmate your opponent, and end in a draw in all three ways. Oh and you can move pieces normally too. A feature that is not in every chess program is displaying possible moves. You can also choose to play again after the completion of your game. There is a graveyard. A graveyard that shows each of the five types of capturable pieces and how many have been captured. Please note that it is completely valid that if you have more pieces of a certain kind than the amount you started with, then the number of captured pieces in the graveyard of that kind is indeed negative.

The full rules of chess can be found here: dft.ba/-7a-U

Bugs

None. What kind of program do you think this is?

All kidding aside, chess is an incredibly complex game and while this program has been tested extensively, it is possible that obscure minor bugs may persist in the chess engine or the display. We just haven't found any, *yet*.

Limitations

There are a number of limitations. However, work will continue on this program and hopefully all will be tackled.

- No AI, you must play against yourself or a friend.
- No time limit, you can think indefinitely.
- No player personalization, players are referred to by the colour of their pieces.
- No undoing a move you did not mean to make.
- No hints. (If there were hints there would be an AI.)
- No colouring squares more specially than they already are.
- No choosing shade of chessboard squares.