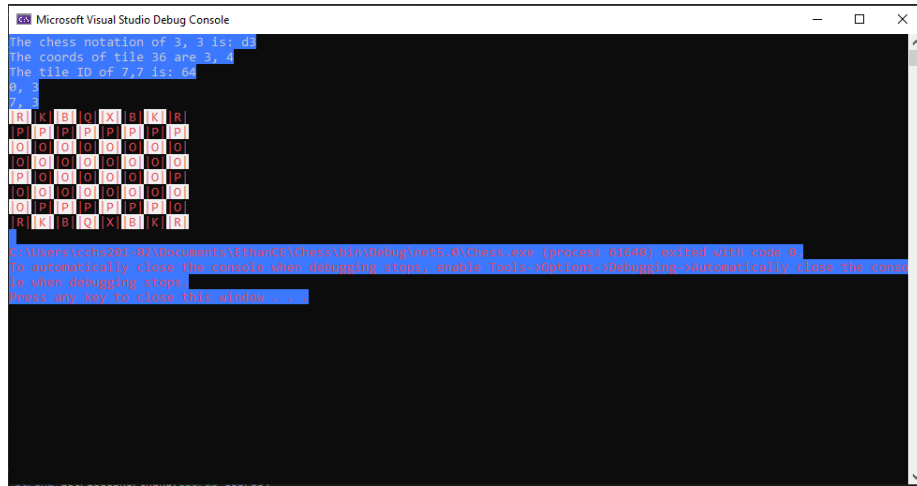


chess (<https://github.com/ethancedwards8/chess>)

Chess programmed in raw C#. This was my midterm project for my Game Design class. The board is stored as a 2-dimensional array and the pieces are their own objects with their properties that allow them to move. Pieces can be moved by either their coordinages (2, 3) or their board tile (E4).



```
Microsoft Visual Studio Debug Console
The chess notation of 3, 3 is: d
The coords of tile 36 are 3, 4
The tile ID of 7, 7 is: 64
0, 3
7, 3
[R] [K] [B] [Q] [X] [B] [K] [R]
[P] [P] [P] [P] [P] [P] [P] [P]
[O] [O] [O] [O] [O] [O] [O] [O]
[O] [O] [O] [O] [O] [O] [O] [O]
[P] [O] [O] [O] [O] [O] [O] [P]
[O] [O] [O] [O] [O] [O] [O] [O]
[O] [P] [P] [P] [P] [P] [P] [O]
[R] [K] [B] [Q] [X] [B] [K] [R]
C:\Users\ethancedwards8\Documents\GameDesign\Chess\bin\Debug\net6.0\chess.exe (process 6166) exited with code 0.
To automatically close the console when debugging stops, enable Tools>Options>Debugging>Automatically close the console when debugging stops.
Press any key to close this window.
```

Figure 1: photo