# WEC 2021 -Programming

Team Meadow Lake

#### Challenge

- Design a game to entertain ourselves during the pandemic
- Support remote play in the age of lockdowns



- Create an interactive chess-style game that supports multiple players
- Implement piece movement, capturing, and winning
- Design interactive GUI to play the game



#### Assumptions

- No need to support simultaneous games
- A pawn that reaches the opposite end of the board becomes a queen
- A queen cannot put an opponent in check while it is inactive for 5 moves



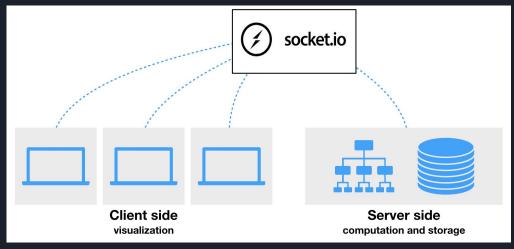
#### Language & Architecture

TypeScript, React, Node.js





Client-Server with Websockets





#### Development Methods

- Work split between frontend and backend
- Github
- VSCode Live share





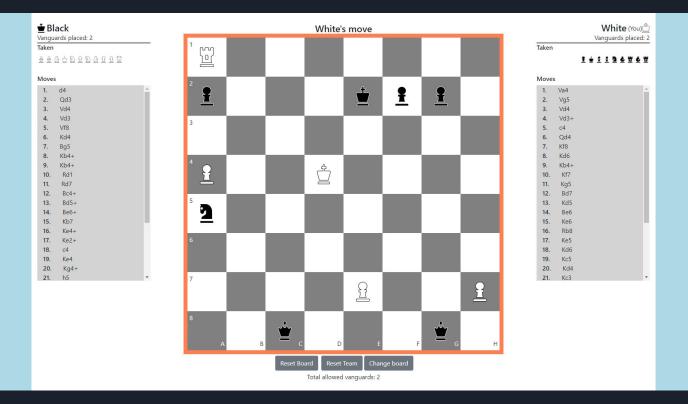


#### GUI





#### GUI





#### GUI

**並** Black Place all vanguards to begin Vanguards placed: 0 Taken Moves 13

White (You) Vanguards placed: 0

Moves

Board Size: 16 ▼ Start game

Total allowed vanguards: 4



#### Algorithm

- Server decides where each piece is allowed to move
- The server will use the set of where pieces can move to determine available tiles for the user to click on.
- It also uses the available moveset of each piece to detect check,
  checkmate and stalemate.



#### Extra Features

- Log of moves played
- List of pieces taken
- Highlight available moves
- Pawn promotion
- Check safety can't put self in check



#### Guiding the New Normal

- Online games help bring us together
- Multiplayer-games that support remote play allow us to connect despite the pandemic and lockdowns
- Breaks from the norm, such as playing fun games, help improve mental health
- Creative development of new forms of entertainment allow us to keep our minds sharp

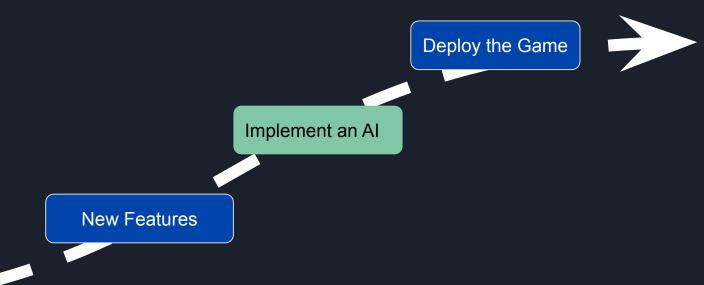


## Bugs

• No known bugs



### Future Developments



Add Game Modes



Thank you

