

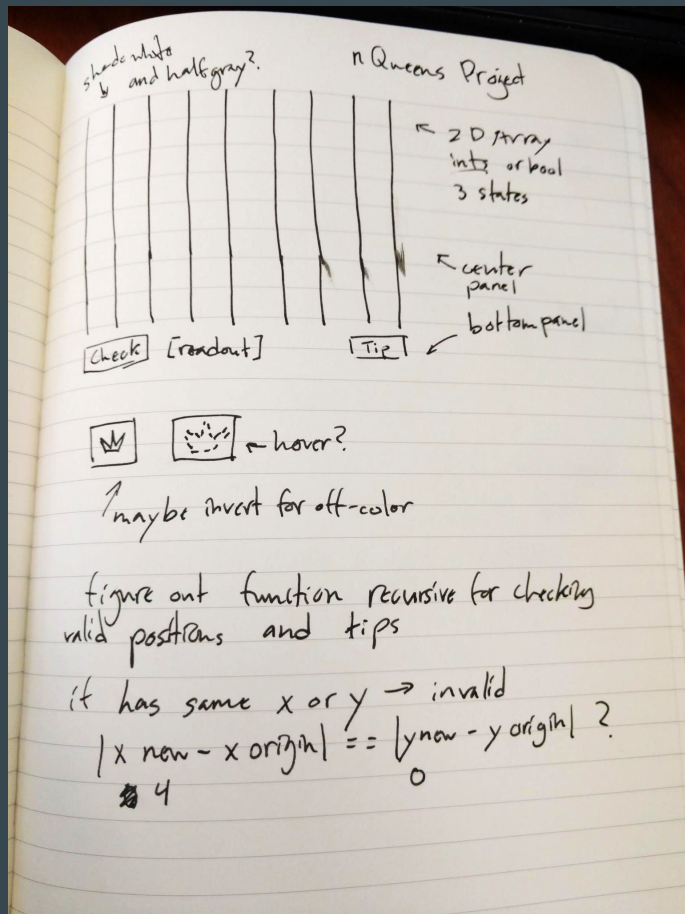
# Queen Slaying

...

or how I approached CSE 271 Project 2

# Drawing some skeletons first

- Drew a prototype of the UI first
- Made sure to label what panels were where
- Already started thinking about what data type to track Queens, Tips and invalid positions
- Sketched a button icon



## Coming at it from the back

- Wanted to tackle the hardest part first (checking board and tips)
- Made 2D int array to represent board in separate ChessBoard class
- Made it easy to see data quickly and test methods without added complication of GUI
- Tips are found from remaining 0s in int array after checking board

## ChessBoard.java

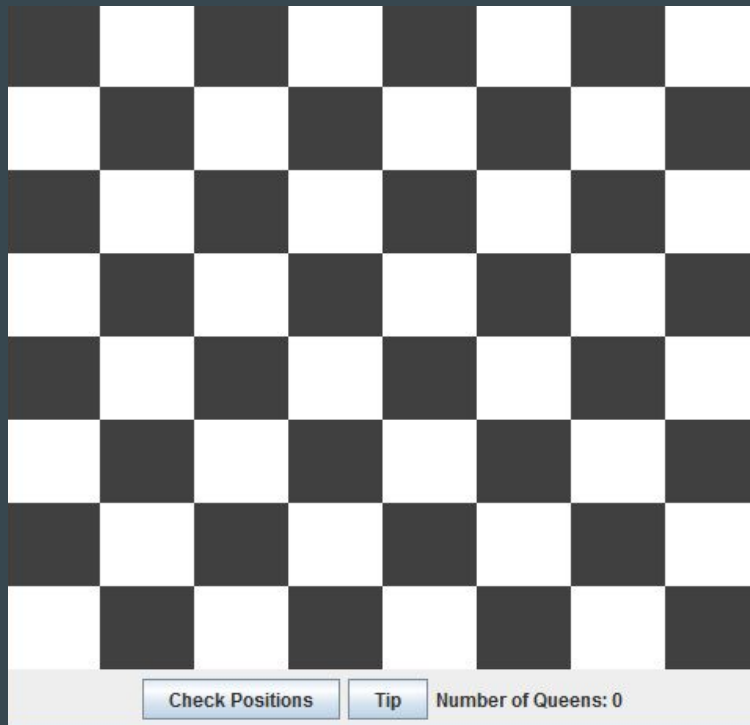
```
public int[][] board = {  
    {2,2,2,0,2,0,0,0},  
    {2,1,2,2,2,2,2,2},  
    {2,2,2,0,2,0,0,0},  
    {0,2,0,2,2,0,0,2},  
    {0,2,2,0,2,0,2,0},  
    {0,2,0,2,2,2,0,0},  
    {2,2,2,2,1,2,2,2},  
    {0,2,0,2,2,2,0,2}  
}; // 0 = empty, 1 = queen, 2 = blocked spot
```

## ChessFrame.java

## Smashing the front end

- Constructed plain GUI from notes
- Would have been easier to make custom Queen Buttons and interpret data directly in frame class
- Instead had to track data between classes and update GUI constantly
- Waited until everything was working to add fancy bits

## ChessFrame.java



## Funny bits and weird buttons

### Icons



- Placed Queen



- Placement Tip



- Invalid/Dead Queen

## Board

