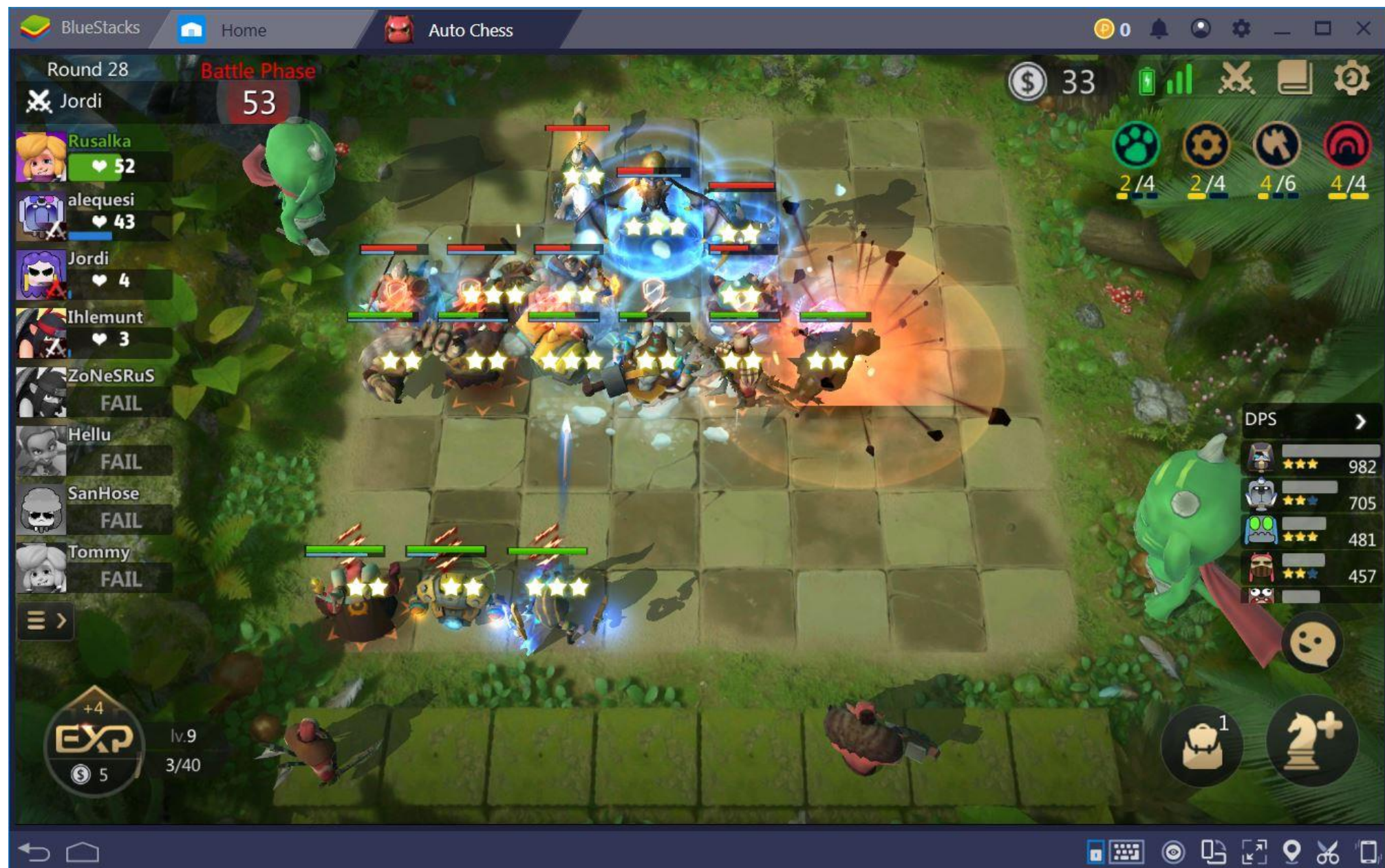


chess game



Benefits of Playing Chess



Ref. Auto Chess

2. Project prototype

1. Link : <https://github.com/CraftyGPT/Simple-Python-Chess.git>

2. Description :

I want to put a new spin on chess by turning the pieces into characters with hit points. Instead of pieces simply capturing each other, they'll have to battle if their paths cross. The strength in these battles will be determined by cards drawn before the game starts. Additionally, I plan to include features like saving games and allowing players to level up as they play.

2. Project prototype

1. Link : <https://github.com/CraftyGPT/Simple-Python-Chess.git>

2. Description :

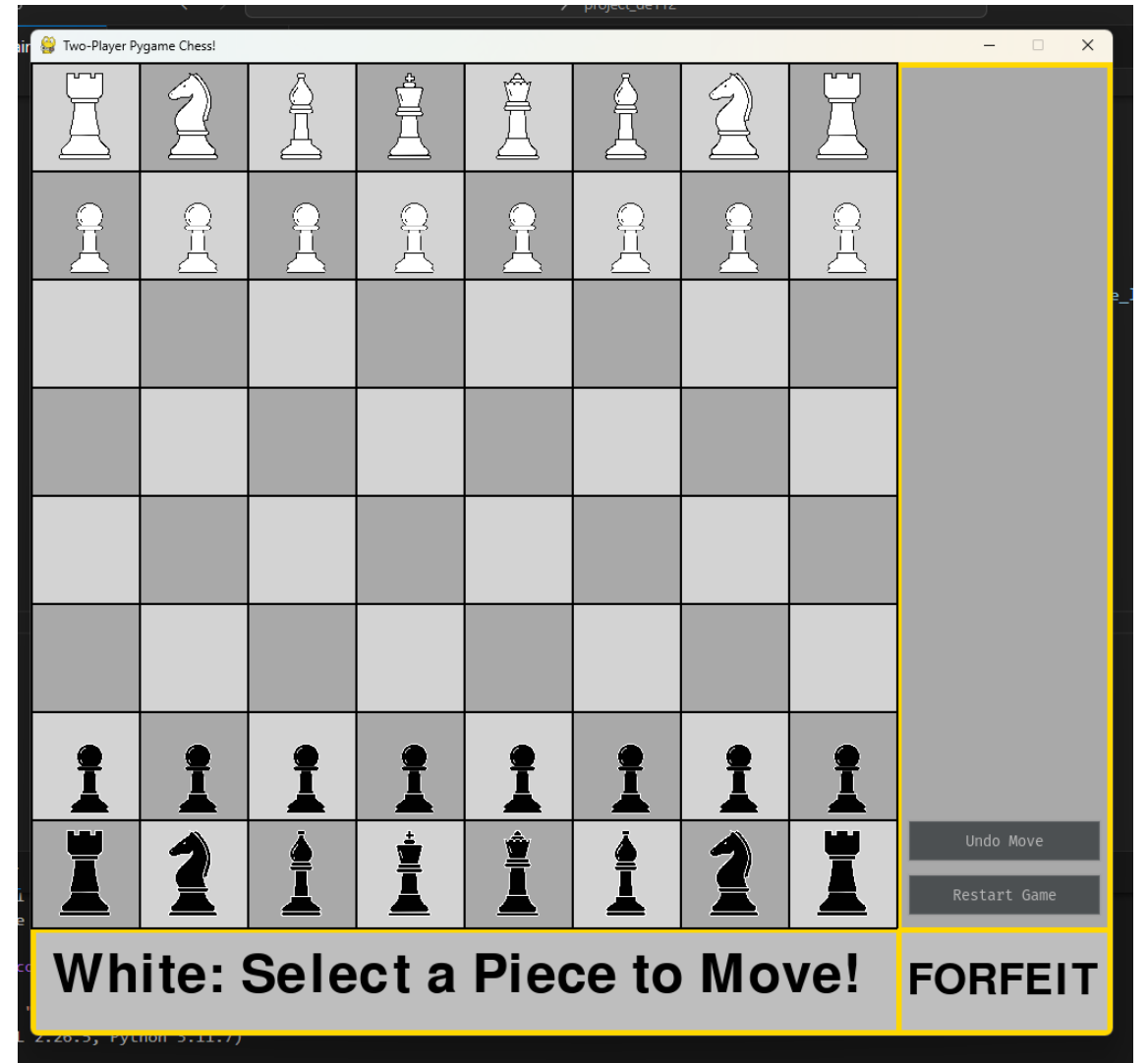
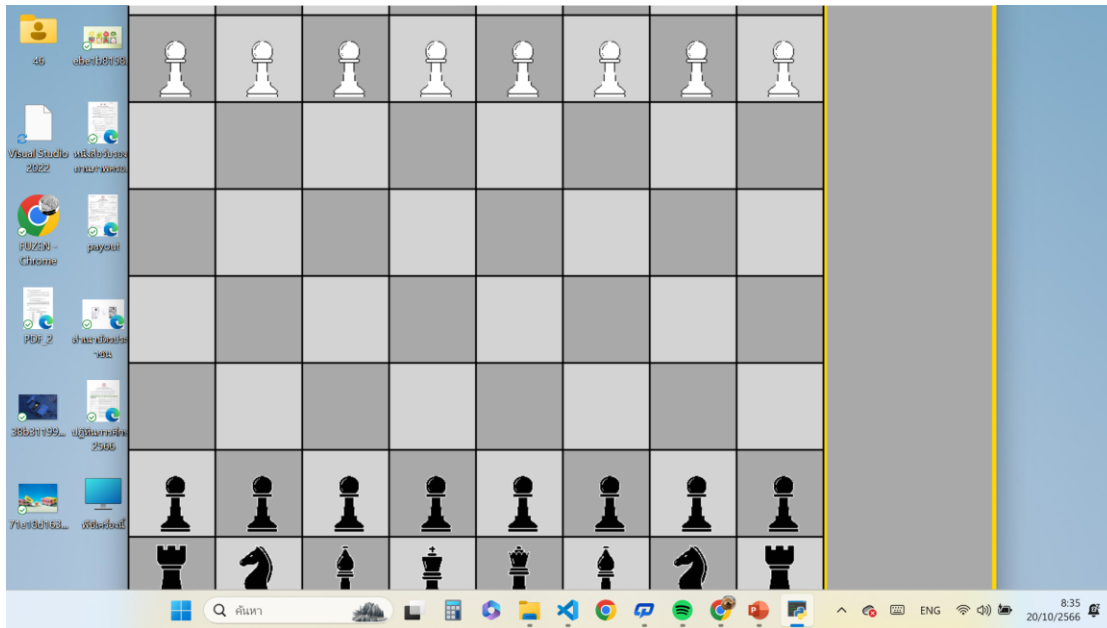
hit point their pat before th allowing	chess by tur	1. window and chess icon resizing 2. save game state	ers with tle if drawn ames and
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Project prototype

- <https://github.com/plemaster01/pygameChess.git>
- https://www.youtube.com/watch?v=X-e0jk4l938&list=PLci_y4HSCgfHijZ8vGDUH5ZgMSPmXfPBC

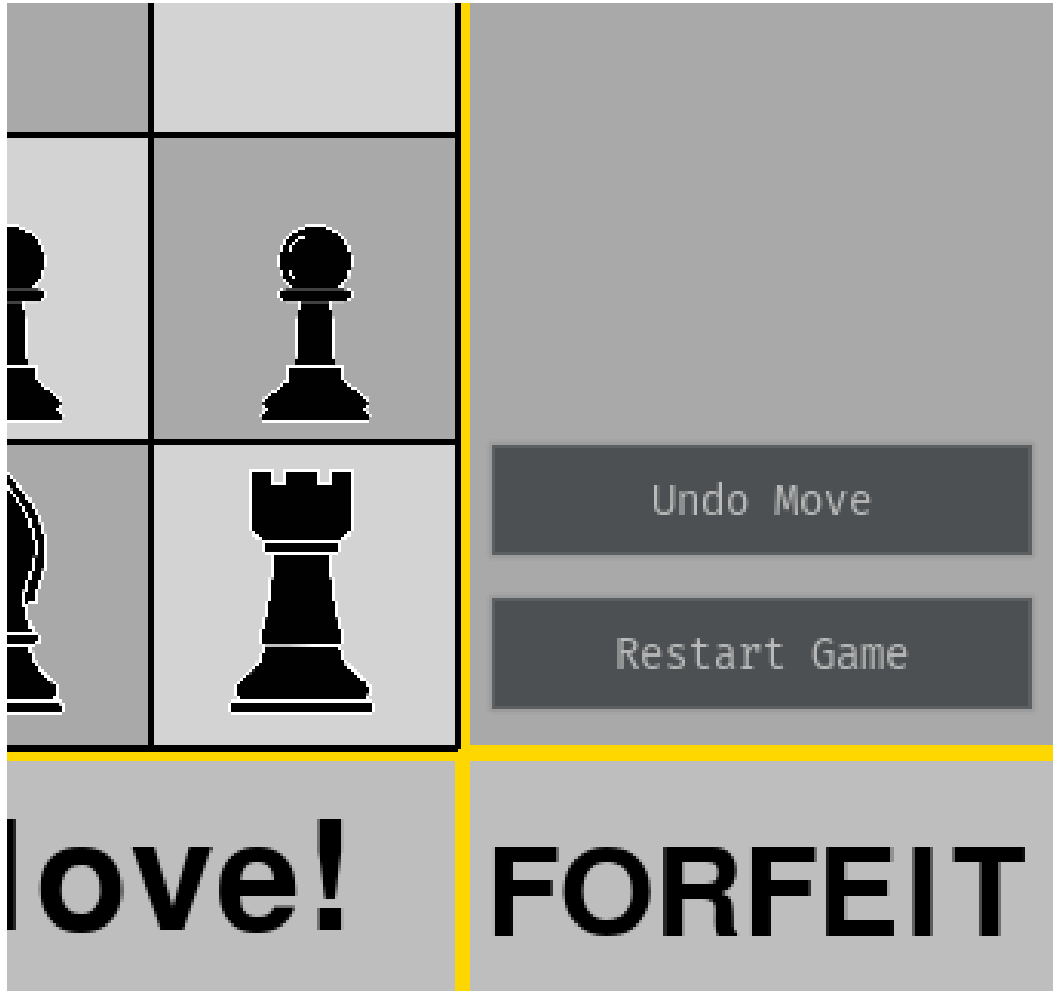
- **Screen Size Adjustment**

working on making the game more responsive to different screen sizes.



- When resizing windows and chess icons I'm encountering a strange problem. in my notebook The screen size seems to be causing the problem. Affects the overall display Fortunately, when running the code on a standard computer, These problems have disappeared.

- **Save game stage**



for the requirements 'Save Game State' I use an innovative method by using the 'Save Game State' button. 'Undo Move' and 'Restart Game' buttons The 'Undo Move' feature allows players to undo their last move. This will enhance the gaming experience. Meanwhile, a 'Restart Game' button allows for a quick reset for multiple rounds or practice sessions.