

## Pseudocode

### Case: Player makes multiple jumps in one turn

Player clicks multiple jump button

Player selects piece

Receive x,y coordinate of click

Get corresponding square

Increment clicks

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if first click

    if piece selection is valid

        Clear multiple jump list

        Select square

        Update matrix

        Add selected square to multiple jump list

        return true to update GUI

    else

        Reset clicks

        Set temporary variables to null

        return false

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if second click

    if square is already selected

        Deselect square

        Update matrix

        Reset clicks

        Set temporary variables to null

        return true to update GUI

    else if making multiple jumps

        If multiple jump list size == 1

            Add selected square to multiple jump list

            Select square

            Update matrix

            Decrement clicks

            return true to update GUI

        else if multiple jump list size > 1

            Get last square added to multiple jump list

            Set square type = the player's square type

            if valid jump

                Add square to multiple jump list

                Select square

                Update matrix

                Decrement clicks

            return true to update GUI

        else

            Decrement clicks

            return false

## Pseudocode continued

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else if submitting multiple jumps
    If multiple jump list size < 1
        Reset clicks
        Set temporary variables to null
        return false
    if multiple jump list size == 1
        Get square in list and deselect
        Update matrix
        Clear multiple jump list
        Reset clicks
        Set temporary variables to null
        return true to update GUI
    for every square in multiple jump list
        Check if valid jump
        Move piece
        Remove opponent piece
        Update matrix
        Increment number of eliminated opponent pieces
        if move results in king, king player's piece
    Reset clicks
    Set temporary variables to null
    Change current player
    return true to update GUI
else
    Reset clicks
    Set temporary variables to null
    return false
```