

Single Piece Chess Game

In this hw, you are going to implement a game on a chess board. The only piece is a single knight. For each run of your app, the knight should start at a random location on the board. The knight can visit each square only once. If the knight does visit a square it has been to before, it's not a possible move location. The goal is to get to the highest number of moves. It is highly recommended that you get a blank 8x8 chess board and play the game yourself, where you select the next move locations. Count each move sequentially and write the move number in the square. The goal is to reach the largest number. Write the necessary code to implement this game. You decide the classes and also how to make an informative output.

Here is a perfect solution (which is NOT required to complete the game). The goal is to get the highest number of moves.

5	14	53	62	3	12	51	60
54	63	4	13	52	61	2	11
15	6	55	24	41	10	59	50
64	25	16	7	58	49	40	1
17	56	33	42	23	32	9	48
34	43	26	57	8	39	22	31
27	18	45	36	29	20	47	38
44	35	28	19	46	37	30	21

Here is a blank for you to practice

