

COMP2012H

PA4 – International Chess Game

Grading Sheet

Name: _____

Student ID: _____

GUI

Item	Grade	Mark
1. Current Player Indicator	2.5%	
2. Chess Pieces		
a) Correct Graphics for Chess Piece (0.5% for each Chess Piece)	3%	
b) Correct Chess Board GUI Update when Moving & Capturing		
i) Moving	2%	
ii) Capturing	1%	
3. Highlighting		
a) Chess Board Empty Square	2.5%	
b) Chess Piece & Legal Moves		
i) Current Player	1%	
ii) Non-Current Player	1%	
c) Current Player King in-Check	2.5%	
4. Pawn Promotion Dialog (Display and Close Window Only)	2.5%	
5. Checkmate and Stalemate Labels (1% for each Label)	2%	
<i>Subtotal</i>	20%	

Gameplay

Item	Grade	
1. Chess Piece Standard Movement & Capture		
a) King		
i) Movement & Capture	2.5%	
ii) Blocked by Own Chess Pieces	2.5%	
b) Queen		
i) Movement & Capture	2.5%	
ii) Unlimited Movement Blocked by Other Pieces	2.5%	
c) Rook		
i) Movement & Capture	2.5%	
ii) Unlimited Movement Blocked by Other Pieces	2.5%	
d) Knight		
i) Movement & Capture	2.5%	
ii) Can Jump Over Other Pieces, Can't Capture Own Pieces	2.5%	
e) Bishop		
i) Movement & Capture	2.5%	
ii) Unlimited Movement Blocked by Other Chess Pieces	2.5%	

2. Pawn		
a) Move Forward Only	2.5%	
b) Capture Diagonal Only	2.5%	
c) First Move		
i) Can Move 2 Spaces Forward	2.5%	
ii) Not Allowed if Moved Before	2.5%	
d) En Passant		
i) Only Against Enemy Pawn's First Move	2.5%	
ii) Correct Positioning Before En Passant	2.5%	
iii) Correct Positioning After En Passant	2.5%	
iv) Timing Restriction	2.5%	
e) Pawn Promotion		
i) Last Row of Opposite Side	2.5%	
ii) Can Trigger after Capturing Enemy Piece at Last Row	2.5%	
iii) Correct Conversion based on Choice	5%	
3. Castling		
a) Correct Preconditions		
i) King's First Move	1%	
ii) Chosen Rook's First Move	1%	
iii) No Chess Pieces between King and Chosen Rook	1%	
iv) King currently not in-Check	1%	
v) King does not Pass Through Check nor End in Check	1%	
b) Correct Movement		
i) King-Side	2.5%	
ii) Queen-Side	2.5%	
4. Check		
a) Current Player King becomes in-Check Successfully and Correctly	2.5%	
b) Can Resolve (become not in-Check) Successfully and Correctly	2.5%	
c) Legal Moves Modification		
i) Must Resolve if Own King Currently in-Check	2.5%	
ii) Cannot Make a Move if Own King becomes in-Check	2.5%	
d) Checkmate	2.5%	
e) Stalemate	2.5%	
<i>Subtotal</i>	80%	

Base Total: _____

Bonus: _____

Grand Total: _____

Please double-check and appeal your grade **on-the-spot** during the in-lab demo.
There will be **NO** other grade appeal sessions after the in-lab demo.