

Jeremiah Webb

CS 225L Requirements Lab 6

Chess Game

1. Player must be able to move into legal square.
2. Player must be able to move into legal square containing an opposing square, initiating a “capture”.
3. When a piece is selected, the player will only be able to click a single legal square for that piece. (Ex: Knight may only be able to do L shape moves, not pawn movements).
4. Both Player and Computer must have equal pieces, in opposing colors, black and white.
5. When any king cannot make a move to get out of “Check”, they are considered checkmated.
6. Entire Chess board must be of 64 squares of alternating color, black and white.
7. A draw occurs when both the computer and player cannot check and thus checkmate one another.
8. Game shall show amount of moves taken from both sides and tell whose turn it is.
9. The player will only be able to select their color of piece set.
10. A player may be able to forfeit a game via a button in the gui.