

Gamestate

- state
- positions
- coups
- valid_generator
- isCheckmate
- isCheck
- exchange_pion

Returns

state = {color : {pos1 : [piece, [moves], [foods]]} }

positions = {all_pieces : set(coord), libres : set(positions_restantes),
roi : {black : pos, white : pos}, pions : {black : [pos], white : [pos]}}

valid_generator = {color : {pos1 : [piece, [moves], [foods]]} }

isCheckmate = isCheck = bool

Optimize

- team_value
- try_kill
- future_state

Returns

team_value = int

try_kill = {pos1 : [(value, pos2), (value, pos2), ...]}

future_state {color : {pos : [piece, [moves], [foods]]} }

Chess

- move
- autoplay
- formatted_state
- eat

Returns

None

Game

- autogame
- handgame

Returns

None