**Comp2522 A#2b**

**Purpose**: Testing the flexibility of A2a code design with the addition of new features. Working with streaming.

**Description**: You are to add the following features to your Chess Program (A2a). MOVEMENTS MUST BE DONE POLYMORPHICALLY – marks lost failing to follow good OOP practice. No attack moves are required nor special moves. Only the moves listed below are required and will be marked.

Proper chess movements according to the chess piece: [final square must be empty]

**pawn** – can move forward 1 or 2 on that piece’s FIRST move, 1 forward afterwards.

**Castle/Rook** – can move horizontal or vertical unlimited number of spaces as long as the way is clear of other pieces

**Bishop** – can move on the diagonal unlimited number of spaces as long as the way is clear of other pieces

**Knight** – moves in an “L” pattern of 2-1 or 1-2 in any direction, the path does not need to be clear

**Queen** – can move in any direction unlimited number of spaces as long as the way is clear of other pieces

**King** – can move in any direction 1 space

**Turns** (players taking turns during game)

**Marking Guide**

**Function Mark**

chess movements 6x10 60

Turns 10

**Assignment due November 12 at 11:59pm**