Defend The Keep Chess

Purpose: The purpose of this game is to capture the opposing team’s keep. In this case, the king is not the critical piece to defend.

Set-up: The pieces are set-up in the formation shown in the image below. The initial “B” denotes a black and “W” denotes white. The board is 11x11. Spaces are located using the (row, column) format. Hence the piece “BKEEP” is initially located at (1,5). “WKEEP” is initially located at (9,5)

Pieces: The pieces are standard chess pieces however Pawns are able to move a littler differently. The Keep is unable to move:

* Keep (Keep): Main piece to defend. Cannot be moved. If the keep is captured, the game is over.
* King (K): The king moves just as it does in normal chess. However, losing your king is not critical as in normal chess.
* Queen (Q): The queen moves just as it does in normal chess
* Bishop (B): Moves unlimited spaces in a diagonal direction
* Rook (R): Moves unlimited spaces forward, backwards, and laterally
* Knight (Kn): Moves in the same “L” pattern as the knight in normal chess
* Pawn (P): Can move 1 space forward, backward, left, or right. Can capture pieces diagonally in any direction.

Game play: The white player moves first. Select a piece by clicking on the piece icon. If the piece is successfully selected, the piece’s space will be highlighted in a teal color. Once the piece’s space is highlighted, select and appropriate target location for the piece to move. If the location is a valid, the piece will automatically move there. If the move is not valid, an error message will be printed in the terminal window and the player will be allowed to select again. If the player no longer wants to move the highlighted piece, they can press the “q” key, (Lowercase Q) to exit of the piece selection, and choose another piece. The game ends when either player’s Keep is captured.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 0 |  |  |  |  |  |  |  |  |  |  |  |
| 1 |  |  |  | BR1 | BK | BKEEP | BQ | BR2 |  |  |  |
| 2 |  |  |  | BB1 | BKn1 | BP8 | BKn2 | BB2 |  |  |  |
| 3 |  |  | BP1 | BP2 | BP3 | BP4 | BP5 | BP6 | BP7 |  |  |
| 4 |  |  |  |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |  |  |  |
| 7 |  |  | WP1 | WP2 | WP3 | WP4 | WP5 | WP6 | WP7 |  |  |
| 8 |  |  |  | WB1 | WKn1 | WP8 | WKn2 | WB2 |  |  |  |
| 9 |  |  |  | WR1 | WQ | WKEEP | WK | WR2 |  |  |  |
| 10 |  |  |  |  |  |  |  |  |  |  |  |