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 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: Until I implement a GUI, the entire game is played through the command line. Player 1 is white and Player 2 is black. When each player is prompted, they input the location of the piece they wish to move using the (row, column) format. Then they will be prompted to input the location of where they would like to move that piece in the same format.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 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 |  |  |  |  |  |  |  |  |  |  |  |