**Timeline: Making Chess in Python**

Total time spent: 27.5 hours

# 11/10/2022

## Chess 1.0

### 2pm to 10pm (8 hours)

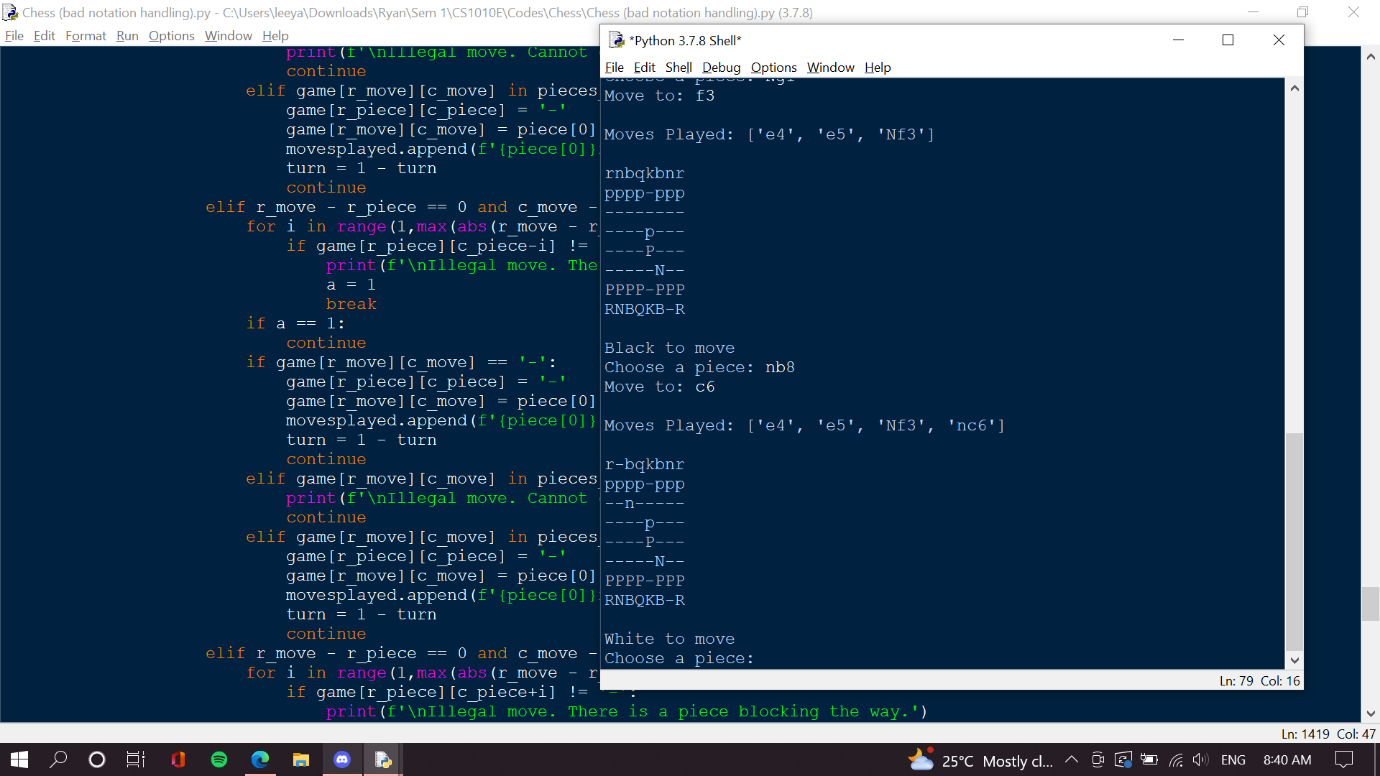
1. Started from scratchText

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2. Attempt at using usual chess notations
3. Was able to move pawns, use pawn to capture pawnText

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## Chess 2.0

### 10pm to 2am (4 hours)

1. Made an entirely new version using different way of inputting moves to make it easier to code

# 12/10/2022

## Chess 2.0

### 7am to 11pm (4 hours)

1. worked on pawn, knight movement and capturesText

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### 6pm to 9pm (3 hours)

1. Added bishop, rook movement and captures

# 13/10/2022

## Chess 2.0

### 7am to 8:30am (1.5 hours)

1. Added queen, king movement and captures

## Chess 2.1

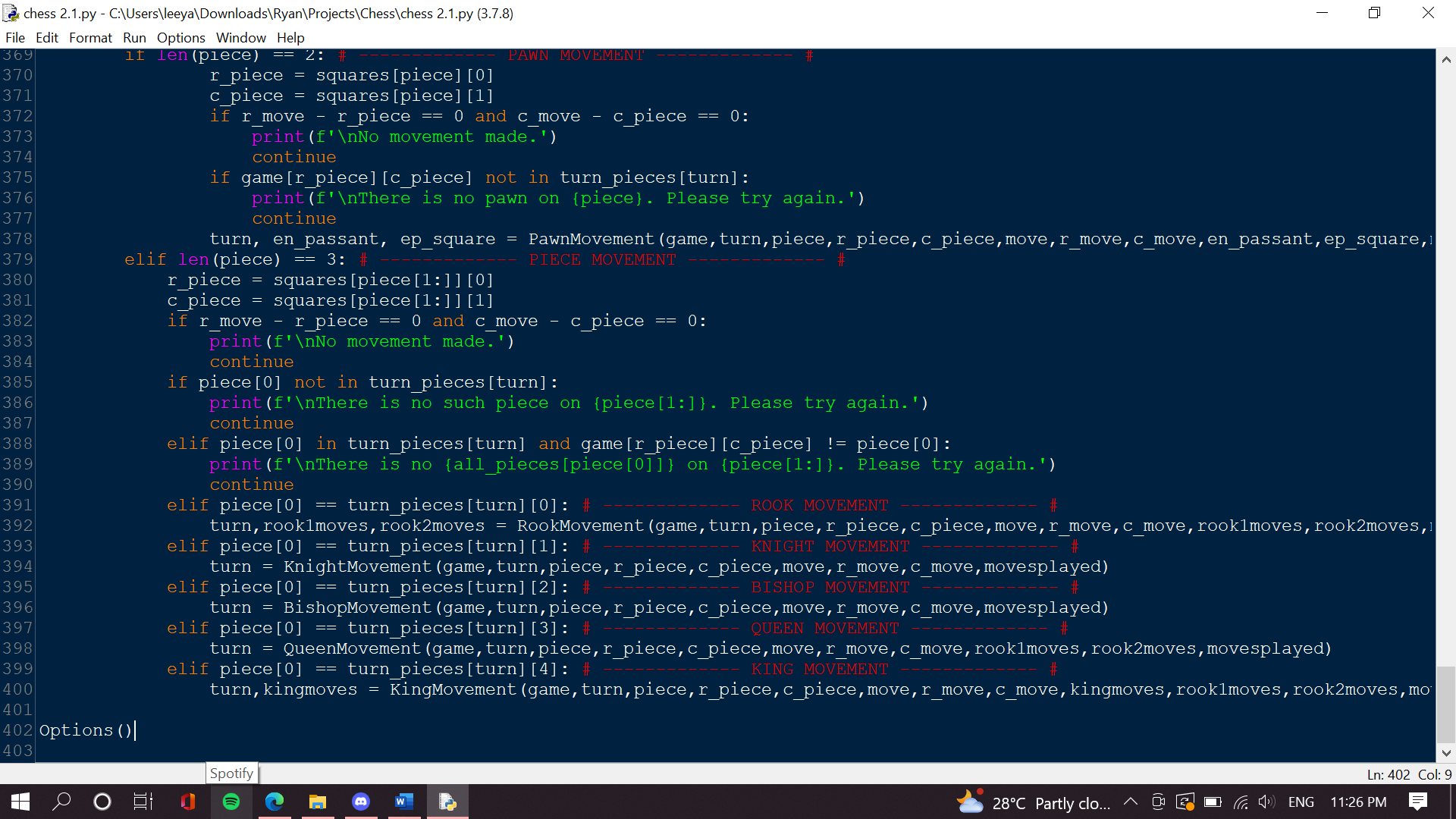
### 3pm to 7pm (4 hours)

1. Made a new copy to try code cleaning for optimisation
2. Reduced from 1500 lines to 500 lines. The code had if turn == 0 and turn == 1 indicating the different turns and their legal moves. However with some simple lists like side = [1,-1], could use side[turn] to indicate different turns and their legal moves, which cut code in half

Text

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### 9pm to 11pm (2 hours)

1. Further reduced from 600 lines to 400 lines. Last step was cleaning up the code for pawn movement, which needed some simple math involving side[turn] as well
2. There are now functions for movement for every piece that takes in many argumentsText

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3. Code looks very neat :)

### 11pm to 11:30pm (0.5 hours)

1. Making this word document

# 14/10/2022

## Chess 2.2

### 7:30am to 8am (0.5 hours)

1. New version to try check and checkmate
2. Separated legal knight movement and made it its own functionText

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3. Managed to retrieve enemy king’s positionText

   Description automatically generated

### ( hours)