Luis Ferrufino

Period 7

6/4/15

Final Project Run Sheet

POINTS TASK

7 When it is a certain player’s turn, they can only move their pieces and not the other player’s.

3 Pieces don’t go out-of-bounds if input tells them to.

10 Captured pieces change sides and go to enemy’s tray.

3 Pieces aren’t allowed to jump over each other.

10 If a position (the arrangement of pieces on the board) is repeated 4 times, the game ends in a draw.

10 Board is displayed.

10 A player wins when he checkmates or stalemates the other king.

6 Game shows whose turn it is to move.

10 Promoted pieces appear different from normal ones.

2 Kings won’t promote.

2 Golds won’t promote.

2 Normal Knights jump over other pieces.

2 Kings move 1 square in any direction.

2 Golds move 1 square in any direction, except left-backwards and right-backwards.

2 Normal Silvers move 1 square in any direction, except backwards, left, and right.

2 Promoted Silvers, Knights, Pawns, and Lances move like Golds.

2 Normal Knights move 2 squares up, and 1 square left or right.

2 Normal Lances move any number of squares forward.

2 Normal Rooks move any number of spaces along a file or row.

2 Normal Bishops move any number of spaces diagonally.

2 Normal Pawns move 1 square up.

2 Promoted Rooks move 1 square diagonally, in addition to how a normal Rook can move.

2 Promoted Bishops move 1 square horizontally/vertically, in addition to how a normal Bishop can move.

TOTAL

/ 100