

Meeting 8

8 March 2018

Attendance

Present

Viet

Jan

Mikael

Markus

Tom

Anne Lise

Valid absence

Magnus

Aleksander

Highlights of the meeting

- Discussion of implementation order
- Creation and discussion of IChessPiece, ChessPiece, Piece and Vector2

To do

- Mikael is to finish implementation of ChessPiece
- Markus is to finish implementation of Bishop
- Tom is to finish implementation of King
- Anne Lise is to finish implementation of Knight
- Jan is to finish implementation of Queen
- Viet is to finish implementation of Pawn

Notes taken under meeting

Created directory for all programming and code implementation in the git repository.

One of the assignment's requirement is to have the application follow the regular rules of chess. Starting with this since it's easy to break down.

We will eventually see what's better to be taken care of board or chess piece when we start implementing.

Starting with the interface IChessPiece.

Created Vector2 class.

Created Piece enumeration.

Created ChessPiece class.

Board handles everything regarding movement of pieces.

We figured out that everything that handles movements of the chess pieces needs to have access to the board. Board tells where something is, and also if a move is legal.