

# Meeting 10

15 March 2018

## **Attendance**

### **Present**

Viet

Jan

Tom

Anne Lise

Markus

Magnus

Aleksander

Mikael

## Highlights of the meeting

- Briefing of progress and discussion of occurring problems
- Implementation of board constructor and change relevant classes accordingly

## To do

- Be completely done with board and pieces so we can start on implementation of AI
- Aleksander is to do some planning for the demo

## Notes taken under meeting

Briefing:

Jan - Implemented some nice help functions for determining legal moves, checks open squares and if moves are within board.

King and pawn has a restriction on 1 square per move.

The piece's color needs to be stored in each individual piece for practical reasons (check enemy and ally).

Implementing constructor of board together using hashmap.

Including color in piece constructor.

Pieces must be able to return complete list of possible moves and possible attacks separately.