# Medieval Chess Progress Report

Christian, Peter, Sina

Up to our last progress report, all of our work was programming the logic and characteristics of objects in the game (Pieces, Moves, etc) and we had not started any graphics or implemented anything to create a running game. Up to now we have accomplished a lot more than we intended. As of now we have a running game, where pieces can be moved, captured, moves can be undone, kinds can be put in check and checkmate and can also never put themselves into a checkmate position. As of now our undo button is a keyboard event but will be implemented as a mouse event in our final submission. Graphics wise we still need to complete the final version of the chess pieces and the main and help menus, but rough version of the pieces and the background for the field of play have been completed. We have also tested our previously created methods and patched up a few bugs to ensure they are working as they are supposed to, before going into our AI creation phase.

AI creation is going to be the huge bulk of what is left for our project. In terms of a running game, we need to implement a checkForWinner method, add a few chess rules and nuances (castling, special pawn movements, etc) and touch up any bugs. After that is completed, we will focus mainly on AI and interface. We must create action buttons for events (pause game, new game, undo, timer, etc) and we must finalize the graphics to a pristine, clean and professional looking manner. On top of this, the main menu and help menu must be created, which will take place simultaneously with the creation of the AI. Other extra features will be added given that there is enough time provided and everything is working cleanly. Extra features we want to implement are: Sound effects and music with volume sliders, save previous game function, smooth chess piece movement animations, timer option to pressure players into making moves in a certain time frame.

Work distribution will be split evenly, but no one member will work on something alone. In terms of graphics, Christian is doing the majority of the animated pieces and movements as well as menus and buttons, and will have the graphics finalized for Monday the 12th. Peter will continue to work on the running game, and focus on methods such as checkForWinner , castle and other chess rules and nuances still not implemented in the game. Since Sina is not available to code during the weekend, Peter and Christian plan to have the finalized running game done by the time Sina arrives home so that he can start on the AI. Once Christian finishes with the graphics, he plans to aid Sina in completing the AI. Peter will do so but at the same time will also start working on the main menu, adding buttons and implementing the help options as well as fixing minor bugs and touching up codes. We plan to finalize everything excluding the extras by the end of the week (Friday), and over the weekend we shall add as many of the extra features as we can possibly implement. Also, as you may have noted, the name of the game has switched to Medieval chess, as that is the main theme of the graphical content.