

C# and Microsoft .NET

Chess POC



Trainer: Georgi Panayotov
E-mail: smg@smg-bg.net
Phone / Viber: +359877347912



Up until now...

- .NET Framework History and Overview
- Base Data Types
- Console, Math
- More About Strings
- Conditional Statements, Loops and Recursion
- Methods
- Collections (arrays and some basic data structures)

Long story short – we have covered basic procedural programming...

... next thing Object Oriented Programming 😊



Acceptance Criteria

- Console game
- Two players can play against each other
- Player 1 is on the top of the board
- Players are asked for commands
 - Move (ex. m A2 A3)
 - Undo (ex. u)
 - Castling (ex. c k (for king castling) and c q (queen castling))*
 - Quit (ex. q)
- Invalid commands are handled and the turn is repeated
 - Unrecognized command
 - Invalid move (for each figure and contextual position)
- The game finishes when
 - Quit command
 - Stalemate*
 - Checkmate*

More... for homework



Questions?

