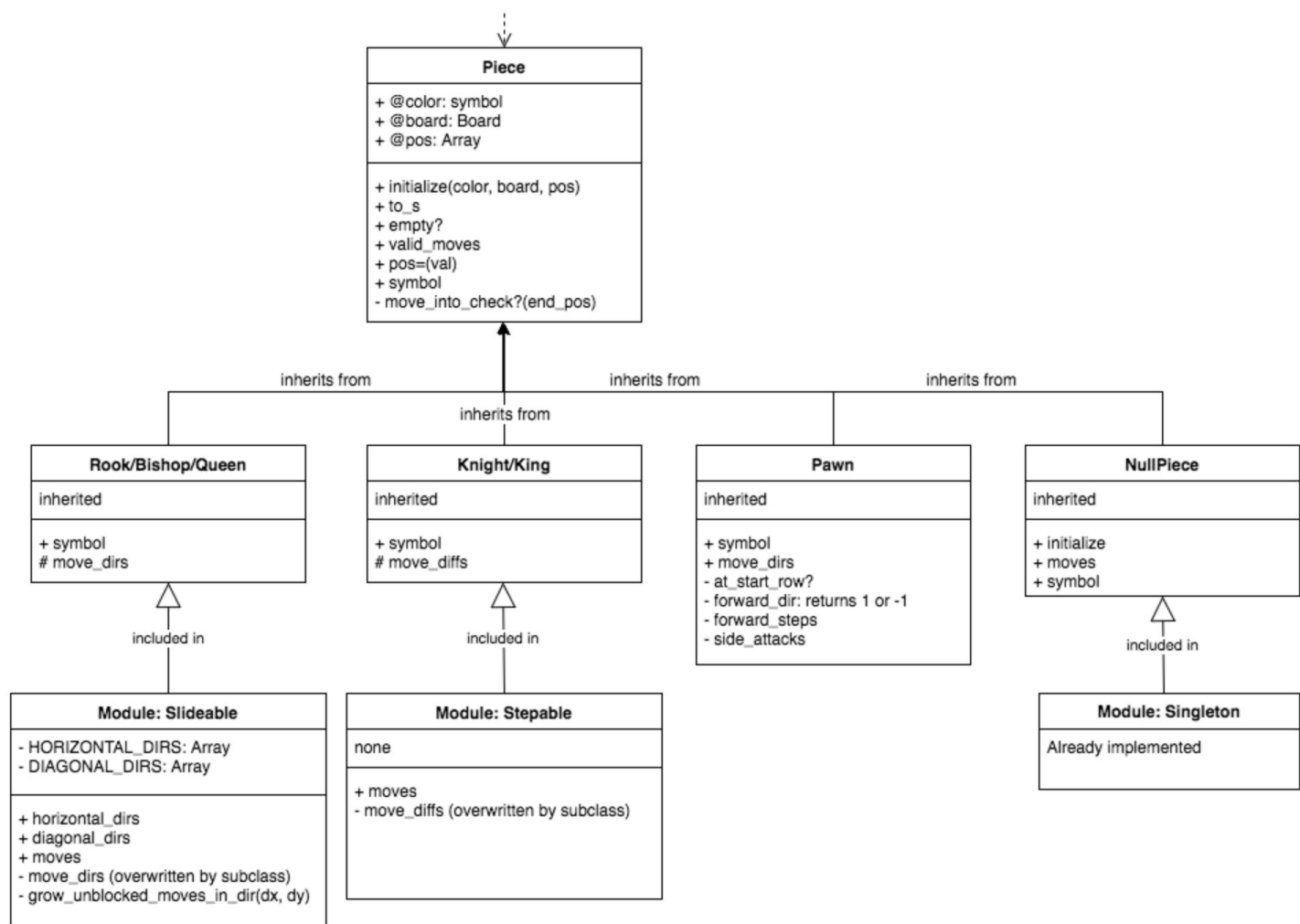


Chess modules

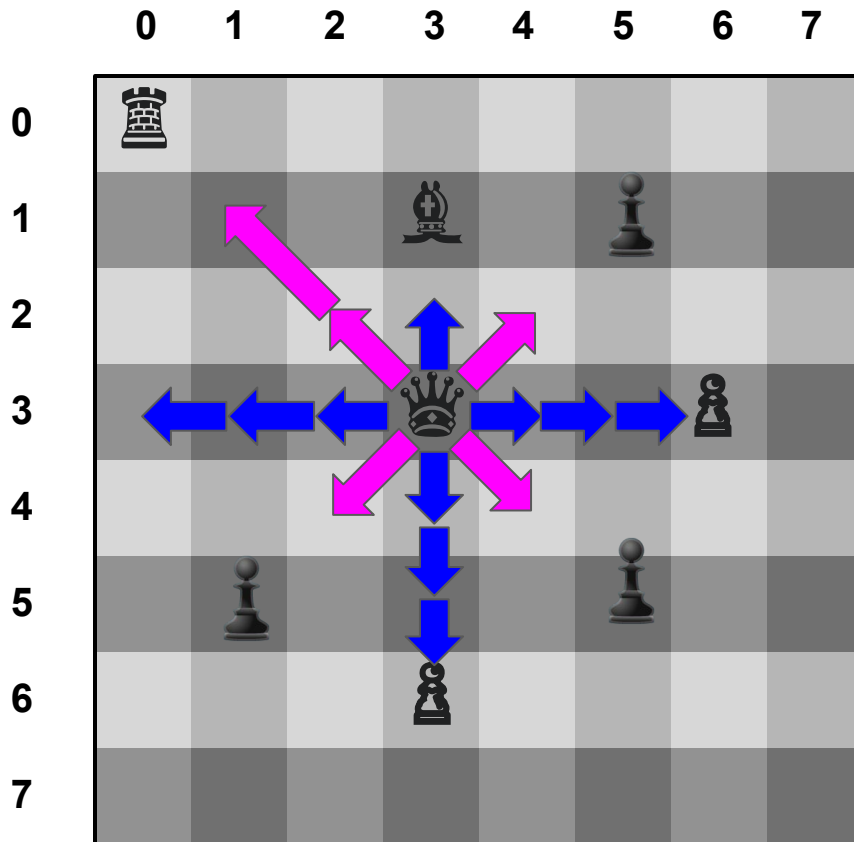
Slideable and Stepable pieces



Slideable pieces

Queen, Rook, Bishop

Queen

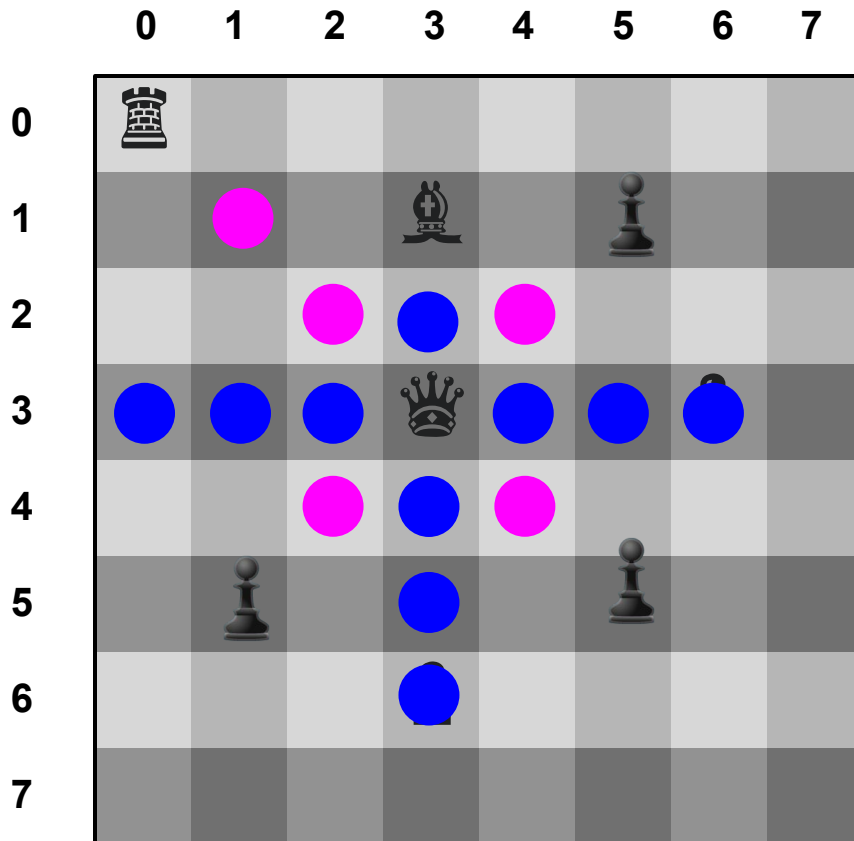


Sliding behavior:

Keep moving in one direction until you encounter another piece or the edge of the board.

If you encounter a piece of the opposing color, you can move into that piece's position (capture it), and that is where you stop sliding.

Queen

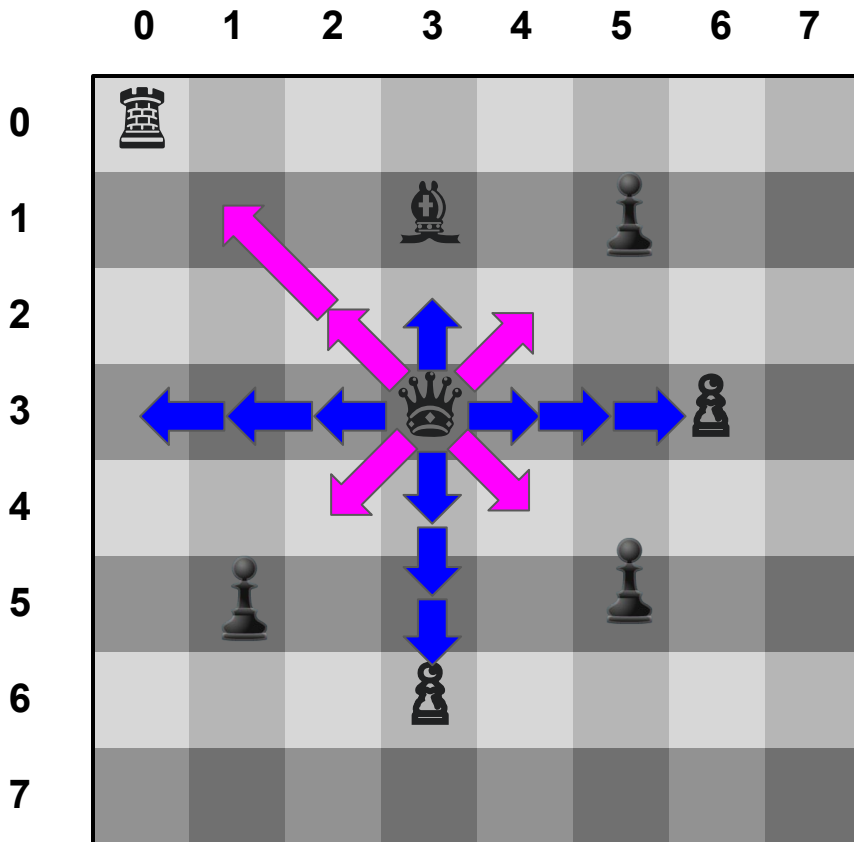


queen.pos => [3, 3]

queen.moves =>

[
[2,2], [1,1], [4,2],
[4, 4], [2,4], [2,3],
[3,2], [3,1],[3,0],
[4,3], [5,3], [6,3],
[3,4], [3,5], [3,6]
]

Queen



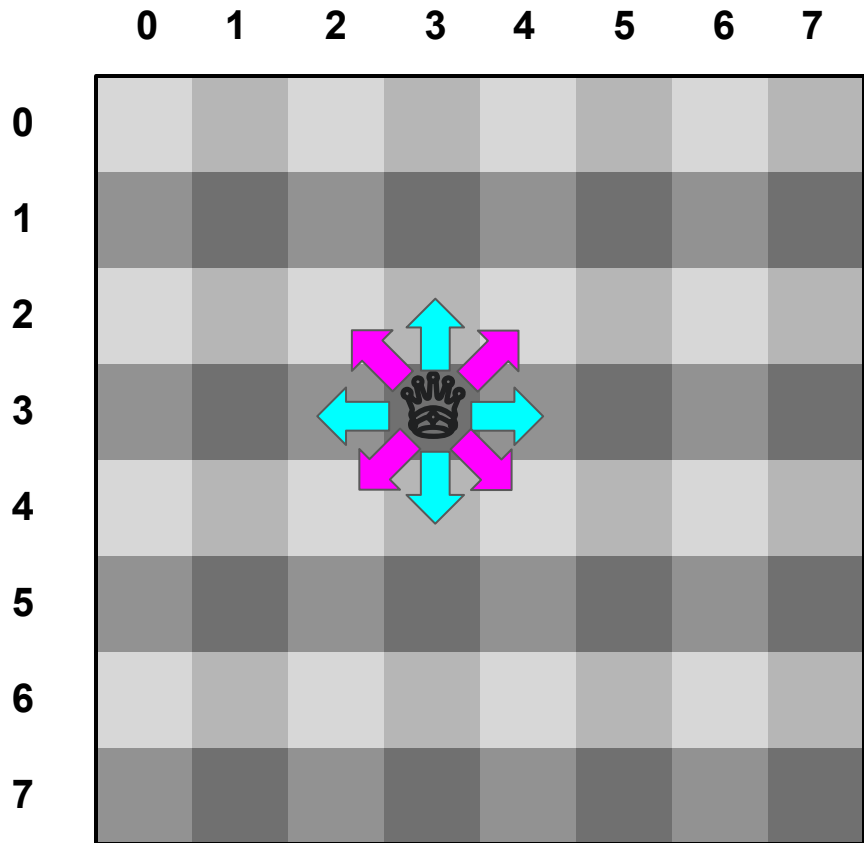
Sliding behavior:

Keep moving in one direction until you encounter another piece or the edge of the board.

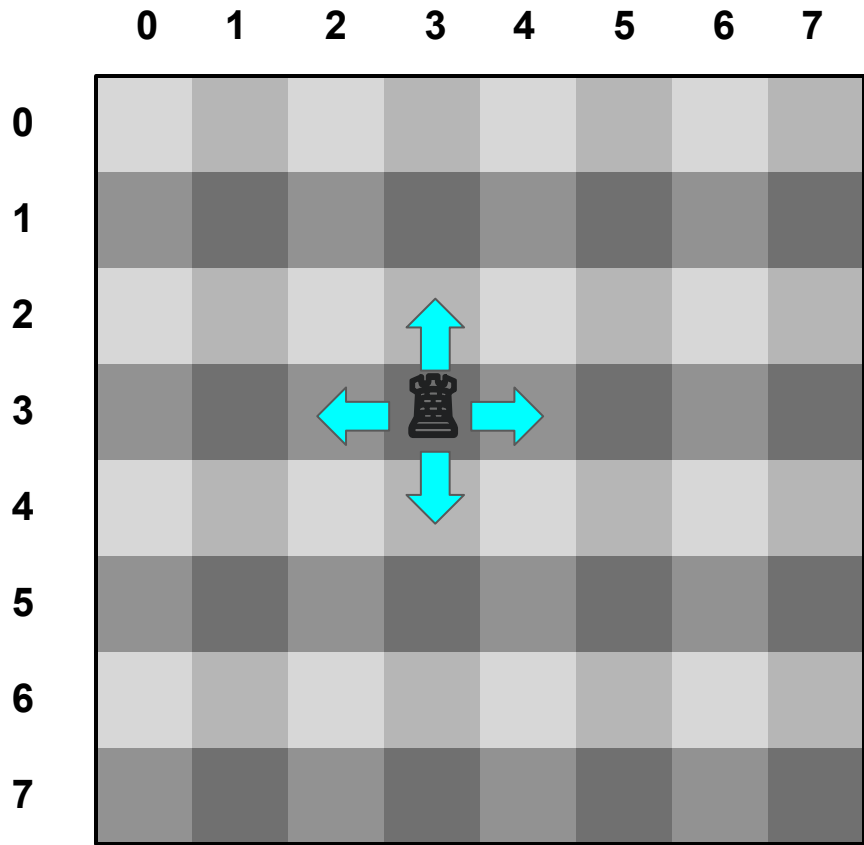
If you encounter a piece of the opposing color, you can move into that piece's position (capture it), and that is where you stop sliding.

Queen, Rook, Bishop all slide, but they slide in *different directions*.

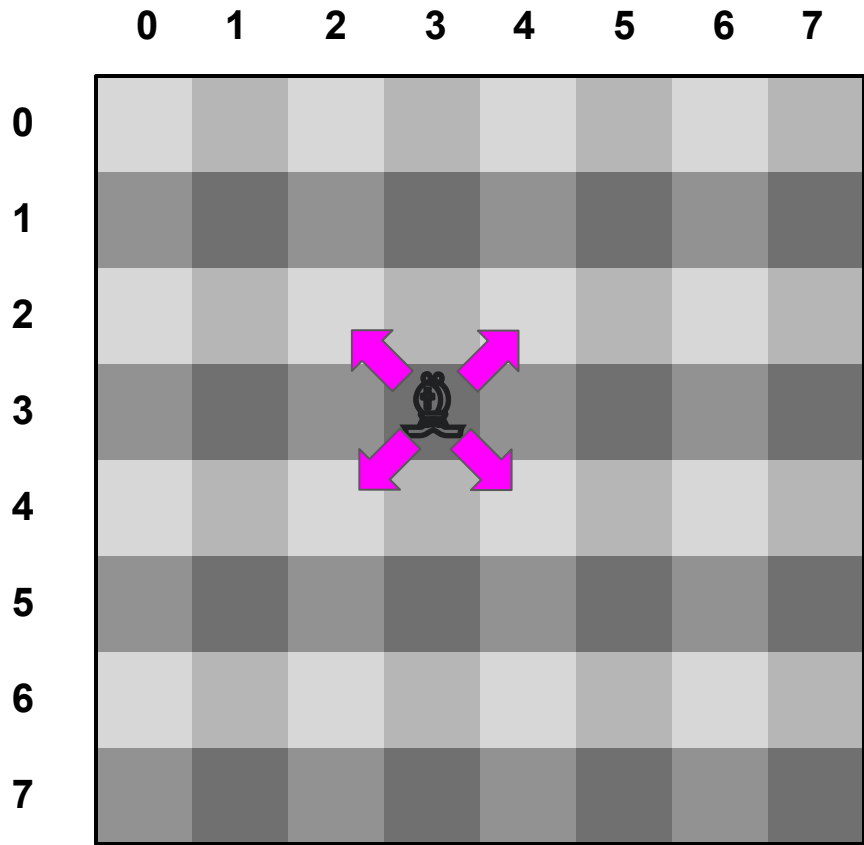
Queen

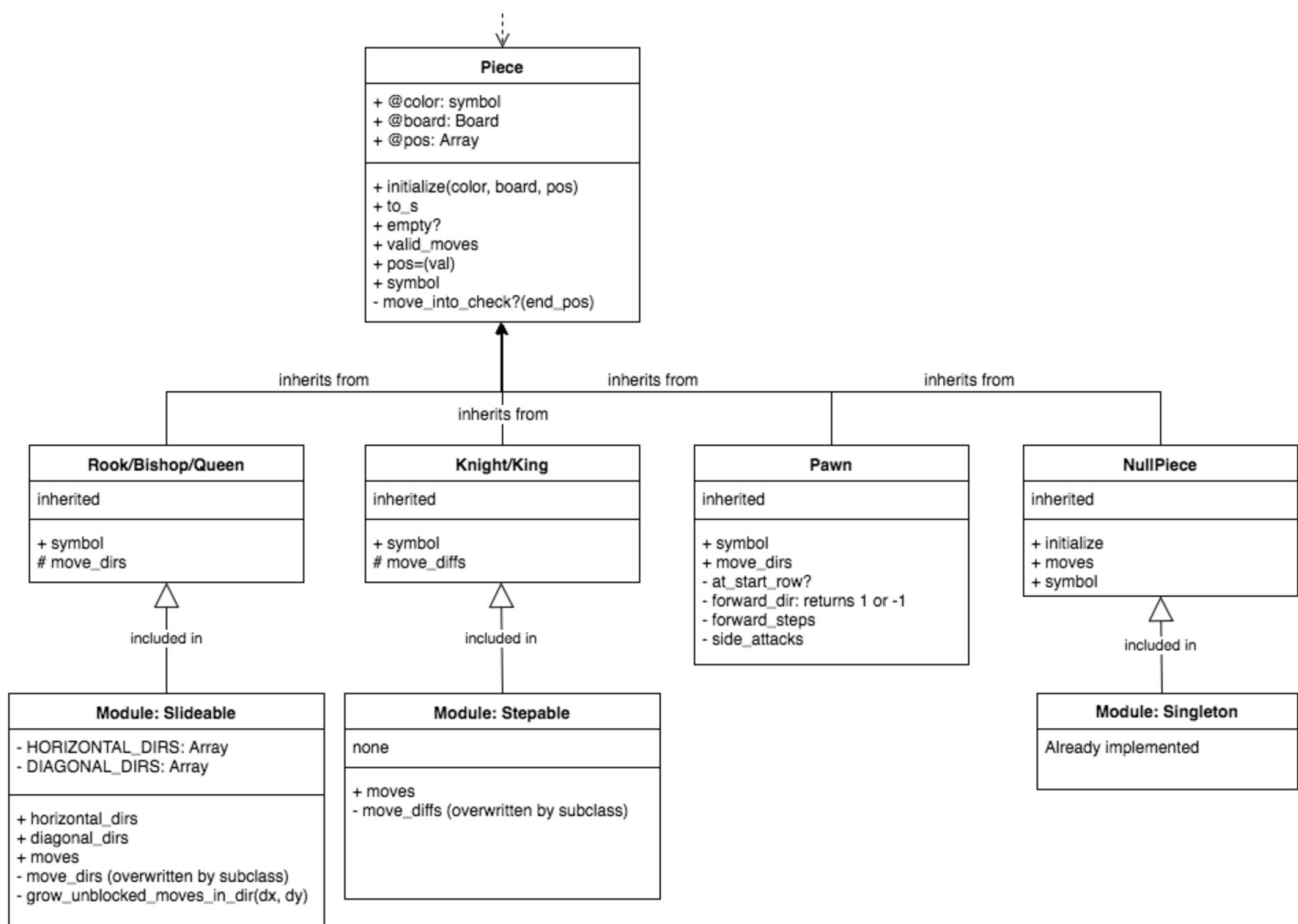


Rook



Bishop





Stepable pieces

King, Knight

