Chess, by Michael Miller

This program allows the user to play chess, if he/she simulates both sides. It is meant to be played by two people switching off turns at the same computer. The game includes most of the rules of chess, such as all the possible draw scenarios, an optional chess clock, en passant, checkmate, turns, not allowing illegal moves, etc.

Instructions:

1. Run Game’s, (not Tester’s) main method.
2. Enter in how many minutes on the clock or check the box to not have the stuff.
3. To move pieces, click on them and then on a square they can move to, which should be highlighted in yellow. If it is not, recheck the move because it is illegal.
4. You can offer draw or resign after 20 moves (10 cycles of white-black) by checking the offer draw box and then making your move or clicking the resign box, respectively. Remember that three-move repetition, fifty-move draw, and stalemate all result in draw automatically.
5. Otherwise, the only way to end the game besides quitting manually is to checkmate or to resign.

Bugs:

I swear there aren’t any. Really, I tested it extremely thoroughly as I was making it and the thing works very well. The only interesting thing is that the clock sometimes loops back to 59:59 when the JOptionPane telling the user that they lost on time is displayed. But that doesn’t really matter in any way, since the game still gives the proper message and everything. So yeah. No bugs.