The Implementation Of The Code

1- A collection of the chess elements’ names in the (Project\_content.py) file.

2- Implement 2 collections for the 2 Players with P1 and P2 before the piece name

3- Implement the cells of the board as a Dictionary of 8 values each value contains a list of 8 cells (8\*8).

4- Implement move() method with 2 parameters the first is move from the second is move to .

5- Implement first\_board() method to give the first values for the board.

6- Implement the printer() method which will print the chess board based on the board collection.

7- Implement input\_checker() method to check that the names of the move from and move to cells are valid.

8- Implement move\_agreement() method to check that the move player want to is allowed on chess rules.

9- Implement piece\_movement\_checker() method to check what cells piece allowed to move to

10- Implement game\_start() method to start the 2-players game and give each player his turn

\* game mechanism :

a-Project.py (which will import Project\_content and rich module) will be executed

b-firstboard(),printer(),game\_start()→ (input\_checker(),move\_agreement→ piece\_movement\_checker(),move(),return …..)

11 – Implement piece\_cells() method which will take the piece and return every cells it can move to.

12- Implement pawn\_end\_checker() method to check if the pawn reached the last cell near to the enemy.

12- Implement players\_boards() method which will return dictionary of the (cells with P1 pieces,cells with P2 pieces,cells with p1 and p2 pieces) .

13- Implement available\_cells() method which will return the available cells for each piece.