

OOP - PROJECT



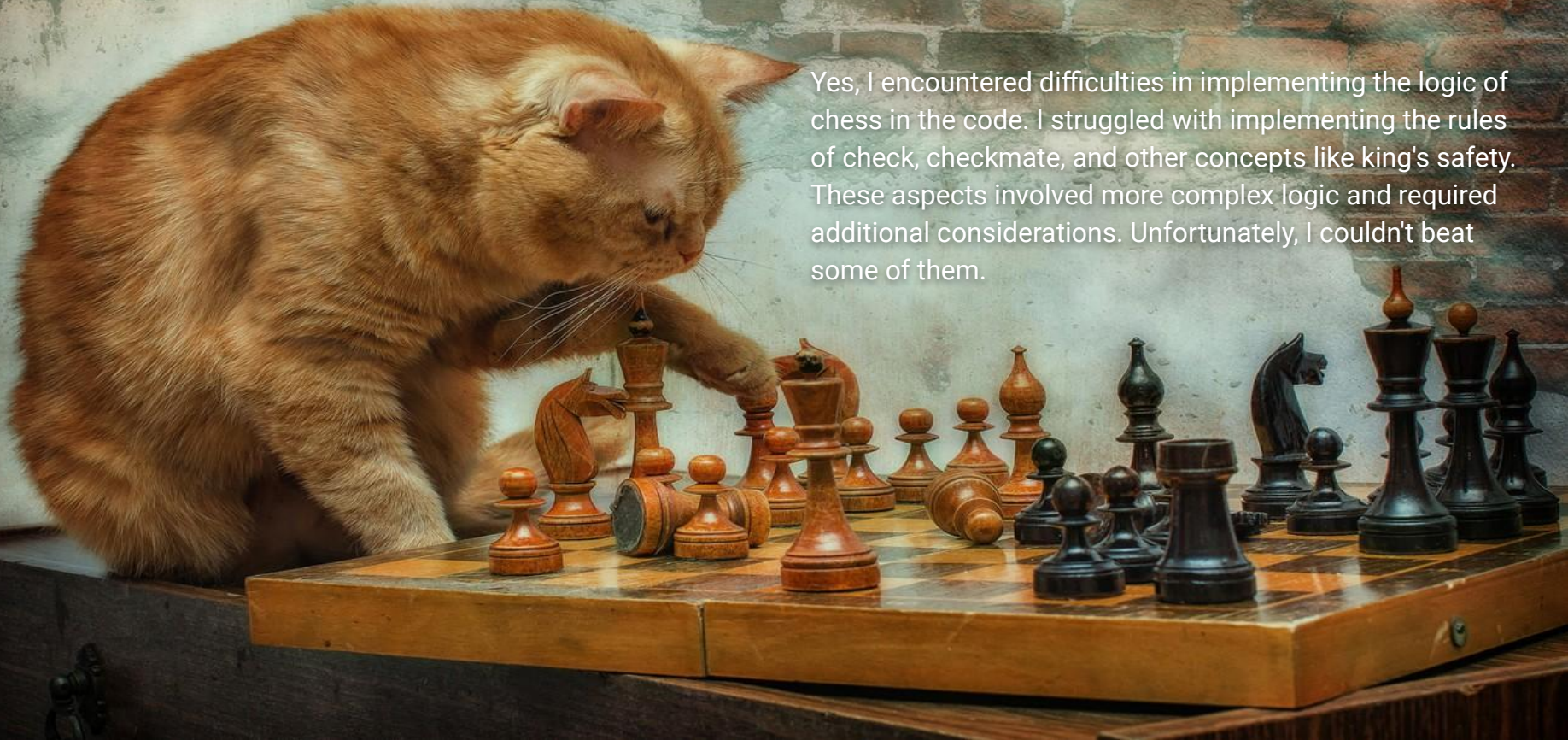
What have I created?

I created a program - simple chess game implemented in C++. It allows players to make moves by entering them in the format "from-to" (e.g., a2-a4). The game includes basic chess pieces such as rooks, knights, bishops, kings, queens, and pawns. The program validates the moves according to the rules of chess and updates the board accordingly. Players can also load a game from a file and continue playing.



Did I have any problems?

Yes, I encountered difficulties in implementing the logic of chess in the code. I struggled with implementing the rules of check, checkmate, and other concepts like king's safety. These aspects involved more complex logic and required additional considerations. Unfortunately, I couldn't beat some of them.



Did I learn anything new?

Inheritance: Inheritance allows for the creation of class hierarchies where classes can inherit behavior and characteristics from superclasses.

Polymorphism: Utilizing polymorphism allows treating objects of derived classes as objects of the base class, enabling uniform operations on different types of objects.

Exception handling: The code contains segments that throw and catch exceptions. Exception handling allows controlling and responding to errors or abnormal situations in the program.

Loading data from a file: The code includes handling the loading of the game state from a file. This is achieved using an input stream ifstream, which allows opening and reading data from a file. The loaded data is then processed and used to initialize the board.



What could be improved?

In this program, I could improve the chess logic like a: checks logic, 'en passant' logic, castling. I can add timer for players moves. I could improve the clarity of the code even more.



Thank you for your attention

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