

SOURCES:

1. <https://gist.github.com/geocacheecs/d8d2f402b0843231231b>

We used this example game as inspiration for how to get started with our chess game, such as how to ID our players (piece and color), creating the Square class that contained a specific piece, and the member functions for that class. This game was really just used to help us get started with initializing our pieces, which was very helpful!

2. https://tov.github.io/ge211/classge211_1_1sprites_1_1_image__sprite.html#aa3593efa0abe99a12a77689004897d2f

The game engine website was used for learning how to actually implement our image sprites, which were pictures of our chess pieces, into our game

3. https://tov.github.io/ge211/classge211_1_1sprites_1_1_text__sprite.html

The game engine website was also used for learning how to implement text sprites, which we used to display a game winner

INSTRUCTIONS:

This game can be played as one person playing both pieces, or two people playing. Either way, both players have to play on one screen.

1. There will be two players (black and white): one player on each side of the board.

On the first (bottom) and last (top) rows, the pieces are arranged left to right : rook, knight, bishop, queen, king, bishop, knight, rook, and the second and second to last rows are made of pawns (the first and second rows are white, while the second to last and last rows are black)

2. The game begins, and is played through the mouse: the player clicks on one of their chess pieces to determine which piece they want to move. Then, they move that piece to any viable position on the board. Illegal moves will be blocked and cannot be made during any point of the game. If they try to make an illegal move, nothing will happen.

3. To begin the game, the white-player will click on a piece of their choosing and move it to a viable position. The turns alternate after each move until either one player wins, or they force quit.

4. When a player clicks on one of their pieces that they wish to move, the UI will indicate which spaces are viable for them to move onto.

5. A winner is determined by whichever player is able to capture their opponent's king piece. At any point you can exit the game by clicking the 'q' key. If you click the 'q' before the game is over, there will be no winner.

Players move as follows:

Pawns: on their first move (when they are still in their initial position) they can move forward two spaces, every subsequent move is only one space forward. They capture another player by moving one space forward diagonally, capturing the opponent piece in that position. Pawns cannot move forward if there is another piece in their way.

Rooks: move in a straight path, either forward, backwards or to either side. Can move for however many spaces the player desires (while staying within the grid). Must stop before a friendly piece, and captures an opponent piece by replacing (and stopping at) the spot of the opponent player in its path of motion.

Bishops: move in a diagonal path, either forward and to either side or backwards and to either side. Can move for however many spaces the player desires (while staying within the grid). Must stop before a friendly piece, and captures an opponent piece by replacing (and stopping at) the spot of the opponent player in its path of motion.

Queens: have the combined motion of rooks and bishops; can move straight or diagonally forward or backwards. Can move for however many spaces the player desires (while staying within the grid). Must stop before a friendly piece, and captures an opponent piece by replacing (and stopping at) the spot of the opponent player in its path of motion.

Kings: can move one space at a time in any direction (straight or diagonally, forward, backwards, or to any side) Cannot move to a space occupied by a friendly piece, captures an opponent piece by replacing the spot of the opponent player in its path of motion.

Knight: move in an "L" shape: move two spots straight in any direction, then a single spot straight in a direction perpendicular to the original path of travel. Can "jump" over any piece in the intermediate positions, but the final position must either be empty, or be occupied by an opponent player (thus capturing the opponent and replacing it in that position)

Any further clarifications on how the game works should be included in the specs! Enjoy playing :)