

CHESS PROGRAM

Architecture Specification

Version 0.2



By:

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Table of Contents

Table of Contents	1
Development Glossary	2
Software Architecture Overview	3
Main Data Types and Structures	3
Major Software Components	3
Module Interfaces	3
Overall Program Control Flow	4
Installation	6
System Requirements, Compatibility	6
System Requirements	6
Compatibility	6
Setup and Configuration	6
Building, Compilation, Installation	6
Documentation of Packages, Modules and Interfaces	7
Detailed description of data structures	7
Critical snippets of source code	7
Detailed description of functions and parameters	7
Function prototypes and brief explanation	7
Detailed description of input and output formats	9
Syntax/format of a move input by the user	9
Syntax/format of a move recorded in the log file	9
Development plan and timeline	10
Partitioning of tasks	10
Team member responsibilities	10
Back Matter	11
Copyright	11
References	11
Index	11

Development Glossary

AI: Artificial intelligence; an in-game entity that used computer code to make decisions.

Doubly Linked List: A type of linked list that each node stores its data has two links. The first link points to the previous node and the second link points to the next node.

Bug: An error in computer program.

Datatype: An attribute of data which tells the compiler or interpreter how the programmer intends to use the data.

Struct: In C programming, a struct (or structure) is a collection of variables (can be of different types) under a single name.

String: An array of characters as a variable.

1. Software Architecture Overview

1.1. Main Data Types and Structures

- Board - 2D string Array
- Chess Piece - 2 character string
- Move Log - Doubly Linked List
 - MoveEntry struct: holds a board state after each move

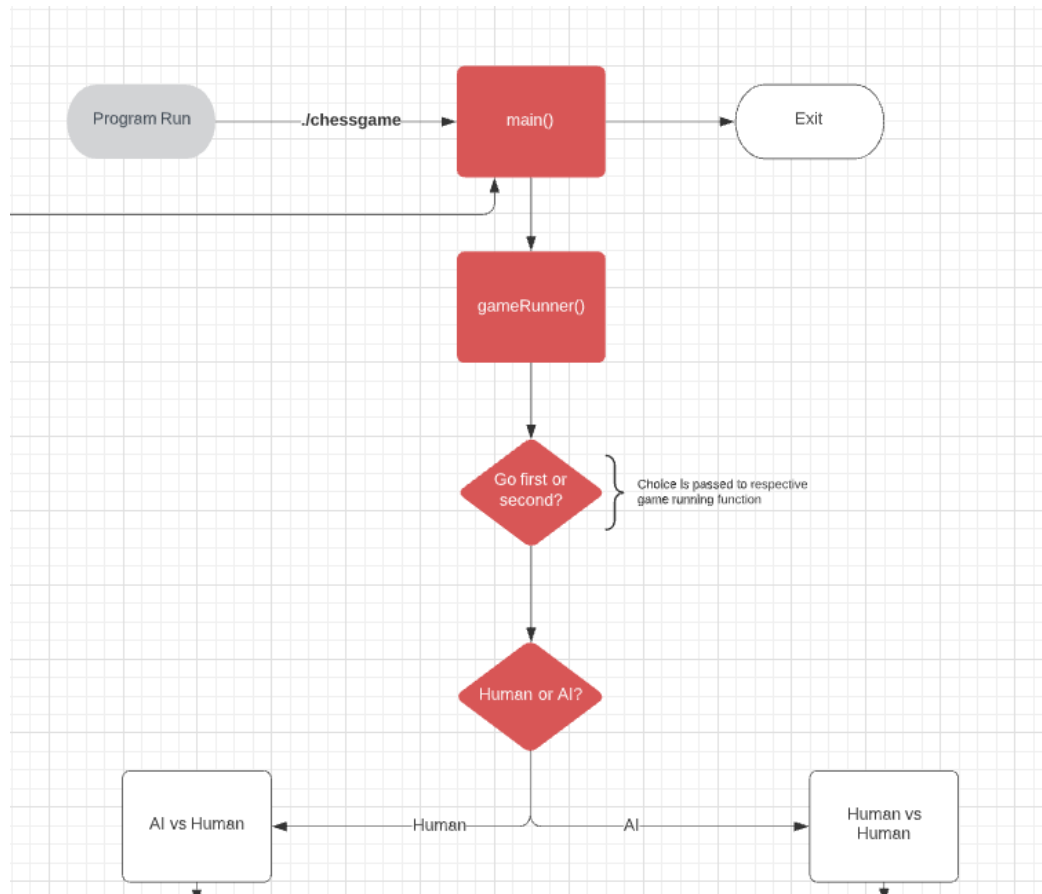
1.2. Major Software Components

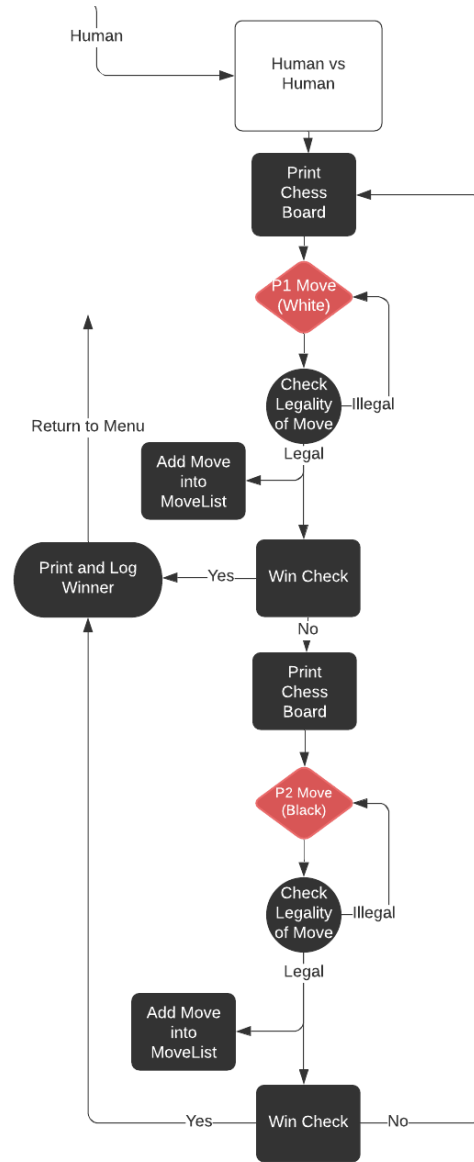
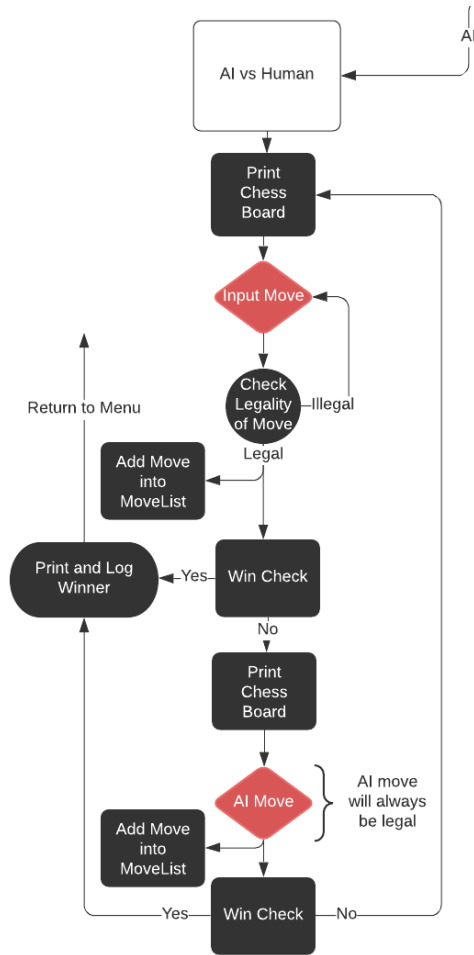
- 1.2.1. main.c
- 1.2.2. board.h , board.c
- 1.2.3. ai.h , ai.c
- 1.2.4. movelist.h , movelist.c
- 1.2.5. fileio.h, fileio.c
- 1.2.6. legalityCheck.h, legalityCheck.c

1.3. Module Interfaces

- 1.3.1. main.c
 - 1.3.1.1. main()
 - 1.3.1.2. printMenu()
- 1.3.2. board.h, board.c
 - 1.3.2.1. playerVsPlayer()
 - 1.3.2.2. playerVsAI()
 - 1.3.2.3. printBoard()
 - 1.3.2.4. playerInput()
- 1.3.3. ai.h, ai.c
 - 1.3.3.1. makeMove()
- 1.3.4. movelist.h, movelist.c
 - 1.3.4.1. newMoveEntry()
 - 1.3.4.2. deleteMoveEntry()
 - 1.3.4.3. createList()
 - 1.3.4.4. deleteList
 - 1.3.4.5. append()
 - 1.3.4.6. deleteNFromEnd()
 - 1.3.4.7. moveDifference()
- 1.3.5. fileio.h, fileio.c
 - 1.3.5.1. writeMove()
- 1.3.6. legalityCheck.h, legalityCheck.c
 - 1.3.6.1. winCheck()
 - 1.3.6.2. legalMove()

1.4. Overall Program Control Flow





2. Installation

2.1. System Requirements, Compatibility

2.1.1. System Requirements

Operating System: Linux
Storage Requirements: 10mb

2.1.2. Compatibility

Linux EECS Server

2.2. Setup and Configuration

The entirety of the program will be within a tarball file (.tar.gz). Once extracted, the program will be in a folder called `./chessgame/` located at the location where the tarball was extracted. Navigate to the root directory of the program and proceed to following step.

2.3. Building, Compilation, Installation

Once in the root directory, running the “make” command will compile and combine the modules files into one executable file. The makefile will compile the program in compliance with the ANSI C99 Standard for all of the modules.

After compiling, the generated executable can be run with command “`./chessgame`”.

3. Documentation of Packages, Modules and Interfaces

3.1. Detailed description of data structures

3.1.1. Critical snippets of source code

- Board - 2D string Array

The chess board of the game will be a 2D string array that is of length 64 - 8 rows and 8 columns for the corresponding letter and number of the board location.

- Chess Piece - 2 character string

The chess piece of the game will be a 2-character-string with the first letter specifying the color of the piece and the other letter specifying the name of the chess unit.

- Move Log - Doubly Linked List
 - MoveEntry struct

```
typedef struct MoveEntry entry;
struct entry {
    MoveList* list;
    char gameBoard[8][8][2];
    entry *next;
    entry *last;
};

typedef struct MoveList{
    Entry* first;
    Entry* last;
}
```

The MoveEntry struct will hold a 2D string array of the game board, a pointer to the next MoveEntry, and a pointer to the previous MoveEntry. Specifically, the state of the game board will be stored in each entry.

3.2. Detailed description of functions and parameters

3.2.1. Function prototypes and brief explanation

- main.c
 - int main()
 - Parameters: None
 - Return: Returns integer 0
 - Process: The main function will loop through the menu with the player vs. player and player vs. AI chess games.
 - void PrintBoard()
 - Parameters: None
 - Return: None
 - Process: The function prints out the main menu of the chess program.

- board.h, board.c
 - void playerVsPlayer()
 - Parameters: None
 - Return: None
 - Process: The playerVsPlayer() function will loop through the human vs. human chess game. It will use the printBoard() function to print the current state of the game and the playerInput() function to take in user inputs. The board will then be printed and the next player, black, will input his/her move. After each move, the legalMove() and winCheck() function will be called to see if there is an illegal move or if there is a win. If there is an illegal move, the user will be prompted to choose again. The loop will continue until there is a win in which the winning player will be displayed, and the program will exit to the menu.
 - void playerVsAI()
 - Parameters: None
 - Return: None
 - Process: The function will loop through the human vs. AI game. It will use the printBoard() function to print the current state of the game. Then, the playerInput() function will take in user inputs. The board will then be printed and the AI will then make its move. After each move, the legalMove() and winCheck() function will be called to see if there is an illegal move or if there is a win. If there is an illegal move, the user will be prompted to choose again. The loop will continue until there is a win in which the winning player will be displayed, and the program will exit to the menu.
 - void printBoard(char gameBoard[8][8][2])
 - Parameters: gameBoard array. It holds the current state of the board in where all the chess pieces are.
 - Return: None
 - Process: The function prints the chess board along with all of the chess pieces in its respective positions.
 - void playerInput(char gameBoard[8][8][2], char player)
 - Parameters: The gameBoard array will hold the current state of the board with all the chess pieces in their positions. The player character is either 'w' or 'b' depending on the player color.
 - Return: None
 - Process: The function will update the chess board according to player input. It will prompt the user for two coordinates - one for the starting position and one for the ending position.
- ai.h, ai.c
 - char** makeMove(char gameBoard[8][8][2])
 - Parameters: gameBoard is the board

- Return: 2D string array of the chess piece that is moving and the new coordinates. ("b2 b4")
- Process: In playerVsAI, the function will be used in order to figure out the first possible move the AI could make.
- movelist.h, movelist.c
 - entry *newMoveEntry(moveList *m, char gameBoard[8][8][2])
 - Parameters: gameBoard is the board state to be saved
 - Return: returns pointer to newly created entry
 - Process: Creates a new MoveEntry pointer that will hold current state boards

- void deleteMoveEntry(entry *e)
 - Parameters: e is the entry to be deleted
 - Return: void
 - Process: properly free the memory that the entry takes
- moveList* createList()
 - Parameters: Nothing
 - Return: moveList pointer
 - Process: allocates memory for new moveList
- void deleteList(moveList *m)
 - Parameters: m is the list to be deleted
 - Return: void
 - Process: properly free the memory that the list takes
- void append(char gameBoard[8][8][2])
 - Parameters: gameBoard is the board state to be saved
 - Return: void
 - Process: appends a new gamestate to the end of the movetracking
- void deleteNFromEnd(moveList *m, int n)
 - Parameters: m is the current move list, e is the entry you want to delete, n is the number of moves from the end you want to delete.
 - Return: none
 - Process: deletes the last n entries in the MoveList, and re-assigns the last pointer for the moveList.
- char[5] moveDifference(char gameBoard1[8][8][2], char gameBoard2[8][8][2])
 - Parameters: takes to game boards
 - Return: move in chess notation
 - Process: returns the move difference between board1 and board2
- fileio.h, fileio.c
 - void writeMove(char[2] from, char[2] to)
 - Parameters: from and to is the move coordinates made
 - Return: None
 - Process: writes to output file the legal move made, should only be passed legal moves that were already made
- legalityCheck.h, legalityCheck.c
 - bool winCheck(char gameBoard[8][8][2])
 - Parameters: gameBoard is the board at the time of running the function
 - Return: True or False if there is a winning player
 - Process: checks for white win or black win, or stalemate.
 - bool legalMove(char[2] from, char[2] to, gameBoard[8][8][2])
 - Parameters: from and to are the coordinates of the movement, the gameBoard is the board at the time of making the move
 - Return: True or False if there is a valid move
 - Process: Validates whether a passed move is legal

3.3. Detailed description of input and output formats

3.3.1. Syntax/format of a move input by the user

The format of the move input by the user is expected to be composed by letter or number. In the menu operating, the user will use arabic numbers to choose whether he wants to begin on player vs player, player vs ai or setting etc. By entering the letter+number, like A3, the user is able to locate and move the chess.

3.3.2. Syntax/format of a move recorded in the log file

The game log file will include the sections from top to bottom: file information, player information, move list, and winner. The file information will include the version of the game, filename, and date. The player information will show if the player of the game is white or black and if the player is a human or AI. Then, the move list will list the moves each player took chronologically. Finally, the winner is displayed.

4. Development plan and timeline

4.1. Partitioning of tasks

- Create all files, data types, and makefile
- Build game logic and menu in main
- Game logic in PvP and PvAI
- AI, legal move check, and win check
- Write move list into file

4.2. Team member responsibilities

- 4.2.1. Jacob: Creation for all files, filling out the .h and .c files. Create makefile and build outline of board data types, including linked list structure.
- 4.2.2. Rayi: Working on doubly linked-list for move tracking
- 4.2.3. Nghi: Handling Player Vs AI game runner and game board
- 4.2.4. Ryan: Handling Player Vs Player game runner
- 4.2.5. Lichen: Working on game logic and menu in main

Back Matter

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References

Index

ai.h , ai.c	3, 8
Board	3, 7
board.h , board.c	3, 7
Chess Piece	3, 7
fileio.h, fileio.c	3, 9
legalityCheck.h, legalityCheck.c	3, 9
Linux	6
main.c	3
Make	6
Move Log	3, 7
MoveEntry	7
movelist.h , movelist.c	3, 8
Tarball	6