



Singleplayer module.

Source: [singleplayer.js, line 1](#)

Moves

(inner) addMove(move)

add a move to the board

Parameters:

Name	Type	Description
move	array	

Source: [singleplayer.js, line 17](#)

(inner) isDoubleJumpAvailable(move, pieceType) → {Boolean}

checks to see if a doublejump is an option

Parameters:

Name	Type	Description
move	array	
pieceType	int	

Source: [singleplayer.js, line 116](#)

Returns:

Type
Boolean

(inner) isValid(move) → {Boolean}

returns validity of a move

Parameters:

Name	Type	Description
move	array	

Source: [singleplayer.js, line 39](#)

Returns:

Type
Boolean

(inner) pieceAt(row, col) → {Boolean}

checks to see if a piece is at a particular square

Parameters:

Name	Type	Description
row	int	
col	int	

Home

Moves

- database
- draw
- events
- io
- main
- multiplayerMain
- singleplayer
- tests
- usernames

Global

- board
- doubleJump
- opponentName
- username

Source: [singleplayer.js, line 104](#)

Returns:

Type
Boolean