BOARD LOGIC

The entire board of the game is described in this file. There are different functions that have been used.

**adjacentLocations(position):**

Parameter: position-index of the piece

This function is used to describe the adjacent positions of the current position you are in. For ex: position 0, has positions 1&3 adjacent to it. Position 1 has positions 0, 2 & 9 adjacent to it and so on.

This function is used during the phase 2 where a player has to move his pawn to the adjacent position. This function checks whether the given input is the adjacent position or not.

**checkMillFormation(position, board, player):**

Parameters: **position**-the index of the position we're checking

**board**-the list of the current board

**player**-string representation of the board piece color

This function checks whether there is a mill at the current position. It returns True if there is a mill at the position for a player on the board.

**isMill(player, board, pos1, pos2):**

Parameters: **player**-string representation of the board piece color

**board**- the list of the current board

**pos1**, **pos2**- first & second position index

This function is used during all the 3 phases. It checks whether the two positions (pos1 & pos2) belong to the same player/current player. If so, it returns True.

**isCloseMill(position, board):**

Parameters: **position**--index of the piece

**board**- the list of the current board

This function is used after every move. It checks whether the current position where the pawn is going be placed already has a pawn or not. It returns True if the position already has a mill/pawn.