Chess game

Main Classes:-

Board 🡺 contains all graphical functions

contains 8\*8 cells

Cell 🡺 a StackPane that contains a Squared Rectangle & an Image

* A cell may or may not have an image, but it must contain a Rectangle.

ChessGame class 🡺 is the launcher class

Ref 🡺 a class for static variables & constants

Pieces classes:-

Every piece class contains the movement functions of the it’s character whether it’s black or white except for BlackPawn & WhitePawn.

AI algorithm

The other side:

the other side moves would partially depend on my moves.

For instance-

* if “my move has **no threats** on him”

then “he would move a **random move** or **threaten me** “if he can””

* if “my move **threatens him**”

then “he must check for **4 solutions**”

* 1st solution is the easiest & that to move to another safe place “if there is”
* 2nd solution is to sacrifice himself in order to protect those who are more important on his side “if there is”
* 3rd solution is to sacrifice himself in order to kill me then I can kill him “if he can”
* 4th solution is to threaten me & eliminate the threat “if he can”
* If “both are **threatening each other**”

then “he must check for **2 solutions**”

* 1st solution if he can protect himself & still threaten me “if he can”
* 2nd is to sacrifice himself & eat me in order to eliminate the threat “if he can”.

So we would have 2 new classes

1. Checker class 🡺 tests the state of the pieces in order to determine what sort of move he will take & to invoke that move we use a second class.
2. OtherSide class 🡺 contains the methods of the other side player.