CBL Project Backlog

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Backlog

The items listed here are in the order of decreasing priority.

- ☐ Creating class structure: *(Learning Topic)*
  - Note: Simple classes that accommodate our use case well.
- ☐ Implement a grid:
  - Demo: Print the contents of the grid to the console.
  - Note: 2D array to console.
- ☐ Pieces:
  - Demo: Print the contents of the grid to the console.
  - Note: The cells are objects, and will have variables storing the piece.
- ☐ Show the grid and the Pieces:
  - Demo: Compare the pieces and grid displayed to the ones coded, and printed to the console.
  - Note: Display the background color of the grind and the pieces on top of that.
- ☐ Show the grid labels:
  - Demo: Check if the grid labels are correctly displayed.
  - Note: On the side of the canvas.
- ☐ Assign start positions:
  - Demo: The user interface displays the pieces as a regular starting position in chess would have them.
  - Note: Make sure the king and queen are in the right spots.
- ☐ Move piece with from the terminal with positions, and update the piece position.
  - Demo: Enter a starting and ending location for any piece, and see if the UI is going to update it.
  - Note: Use the letter-number format usually used in chess.
- ☐ Record what move have been played.
  - Demo: Do multiples moves from the terminal, and see if they are kept in an array correctly.
  - Note: Just display the list of moves after every move in the terminal.

☐ Moving with clicking. *(Learning Topic)*

- Demo: Click the piece that you want to move, then click on the square that you want it to move to.
- Note: Also make the clicked cells highlighted.

☐ Check who the next player is.

- Demo: players can only play moves in an alternate fashion with white starting.

☐ Validate the move.

- Demo: Do not allow the piece to move if the move is incorrect.
- Note: This requires that there is a function for each piece type that can determine if the piece can move there.

☐ Add a box that displays the past moves.

- Demo: Check if the rendered past moves are the same ones displayed in the terminal.

☐ Add discard button. *(Learning Topic)*

- Demo: Discard button discards the start and end position clicked while
- Note: Do not complete the move immediately, offer the option of discarding the move.

☐ Add enter button. *(Learning Topic)*

- Demo: Enter button performs and updates the positions accordingly otherwise doesn't do anything.
- Note: Replace the mechanic of automatically completing the move.

☐ Display the consequence of the move:

- Demo: Performs the move and checks the results
- Note: Check what kind of cell the piece is moving to.

If we have time, we may also implement special moves or we may do checking of checks and checkmate. We will not implement any kind of chess solving algorithm.

Learning

We want to learn to do the following things with this project:

- Version control and project management with git.
- Adopting common design patterns concerning class structure.
- Graphical user input handling.