

Sean Russell

Regelson and Bartlett

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Status Report 2

On my last status report, there were no particular comments on my project, just encouragement for me to keep working. For my major project, I am programming chess in python to be played from the command prompt. Since my last update, the chess game is almost entirely complete. The chess pieces now move according to the basic rules of chess. The one exception is that pieces can put their own king in check, which is not allowable. Additionally, I have not implemented some of the more advanced rules of chess, such as en passant and castling, however I will hold off on those unless I find myself with additional time to work with. Building this chess game, I have learned quite a bit about arrays and array processing, as well as more object oriented programming in python. It has been somewhat challenging keeping motivation to work on my project, mostly because I usually have more immediately pressing homework, so finding time to work on my chess game has been my biggest difficulty. I do very much feel on track to complete my project, as I will have most of two months to create the AI opponent. That being said, I do not have much experience with building AI, so there is a degree of uncertainty. Nonetheless, I believe I will complete my project on time, if not early. In order to complete my project, I still have to add finishing touches to piece movement, bring it all together as a playable chess game, and create an AI opponent.