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Status Report 1

For my major project, I am programming chess in python to be played from the command prompt. I believe I have made good progress so far. I have a functioning board, I have methods to display the board, and methods to move the pieces. The pieces do not yet move according to any rules, so a pawn could for instance jump across the board, but I am working on that currently. The biggest thing I have learned so far in doing this project is how object oriented programming works in python, as well as how important it is to have a well defined architecture in mind before beginning work. My main difficulty has been creating the architecture of the program so that adding on new pieces will not be too difficult. I have not changed from my original plan. I believe I am on track to complete the project by the end of the semester. The work has actually gone a little faster than I had anticipated, I expect due to my prior experience with programming. By the end of the month, I hope to have my game completely up and running, so that I can focus on creating an AI opponent.

I know that the question of whether this project was too ambitious for me was a concern when I proposed it, but I believe that this project is coming along nicely, so I don't think it is a cause for concern.