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CS 192

For my major project, I programmed chess in python. The game is played from the terminal. Players input moves by typing the initial column and row of the piece they wish to move, followed by the destination row and column. The current position of all the pieces is displayed as text on screen. There are two separate programs that can be run, one that is human versus human, and another that is human versus computer.

Most of the project was not too difficult, but there were some difficult portions. The most difficult part was determining when a move was legal or not. It involved testing many different things, including whether or not a move puts the king into check, what type of piece was being moved, and whether there were intervening pieces. The pawns were surprisingly hard to program.

Most of what I learned from this project was about project organization. Most of the programming that I did I already knew how to do. However, I have never created a project of this size before, so I learned about time management, structuring a project, and building and testing parts as I went.

Next time I would attempt to make my program more object oriented. My project was not particularly well organized, and while it works, it could be structured better. In addition, there are several features that could be added to extend my project. For one, the user interface could be better. In addition, there are several specialized maneuvers, such as castling and en passant capture that I would have liked to implement. Finally, to further extend my game, I could make the computer opponent more sophisticated.