Instruction manual - Chess

Christian Stelter   Sara Laudien   Polina Orlova

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1 Introduction

Chess is a game played far and wide by all kinds of people. It is both easy to get started with only knowing the basic rules and challenging to think strategically and beat your opponent by your analytical skills.
That is why we chose to build our own chess game application to let even more people enjoy playing it.

2 Getting Started

First of all make sure you have the application Maven installed on your computer. It will handle running the chess application for this chess game is a console-based game. To start the application first navigate in your console to the file where you saved the provided "schach"-file. Within this file enter the command *mvn javafx:run -Dargs="--no-gui"* into the console and the chess board will be printed onto your console in the starting formation. The White Pieces are always on the bottom of the Board and are printed in upper cases, the Black Pieces are on the top and printed in lower cases.

When you are ready the chess game can begin, always starting with White making the first move.

3 Commands

3.1 Moving a Piece

If you want to move your Piece, enter the field the Piece is located on into the command line followed by a '-' and the field you wish to move your Piece to.

$$a2 - a4$$

If the move is allowed the Game will tell you by printing your command preceded by an '!' and the new chess board with the Piece moved onto it's new position onto the console:

$$!a2 - a4$$

3.2 Beaten Pieces

You can always take a look at the Pieces already beaten in this game. Entering the command

$$beaten$$

at any time will generate a list of all beaten Pieces and print it onto the console.

3.3 Giving Up

If you really don't want to keep playing or don't see any other solution to your situation you can give up the game by entering

$$giveUp$$

int the command line which will end the game and automatically make your opponent the winner of this round.

4 Forbidden Moves

4.1 Invalid Move

Accidentally entering a syntactically wrong command or choosing a field that doesn't exist on the chess board will result in the Game telling you that this was an invalid Move by printing

$$!Invalid\ move$$

onto the console and letting you try again.

4.2 Not Allowed Move

When you enter a valid command into the console the Game will let you know by printing onto the console

$$!Move\ not\ allowed$$

and a specific message elaborating why the Move was not allowed to help you choose the next Move:

- The Piece you're trying to move is not your Piece:

$$This\ is\ not\ your\ Piece\ to\ move!$$

- The field you selected has no Piece on it:

$$There\ is\ no\ Piece\ to\ move!$$

- Making the field your selected Piece stands on the destination of it:

$$You\ have\ to\ move!$$

- Trying to attack a Piece that belongs to you:

$$You\ cannot\ attack\ your\ own\ Piece!$$

- The move would put your own King in check:

$$WHITE/BLACK\ would\ be\ in\ check!$$

Now you can try again and enter another Move.

5 End of the Game

The chess game ends either when one of the Payers give up or if one puts the other in checkmate by giving their King no option to be anywhere on the field where it is safe for it. This will both end the Game and the message

WHITE/BLACK has lost!

The Winner is BLACK/WHITE!

is printed onto the console.