# BattleChess

Object Required:

* Board - Main?
  + 8x8 grid of squares with alternating colors.
  + zone for captured pieces
  + Optional – labeling
  + Image or graphics that create the board
* Queen
  + Image
  + Logic to decide color
  + Movement Method
  + x, y coordinated - location
* King
  + Image
  + Logic to decide color
  + Movement Method
  + x, y coordinated – location
  + Check/Checkmate method
  + Castle
* Pawn
  + Image
  + Logic to decide color
  + Movement Method
  + x, y coordinated – location
  + Capture
  + En passe
  + pawn promotion
* Rook
  + Image
  + Logic to decide color
  + Movement Method
  + x, y coordinated - location
* Bishop
  + Image
  + Logic to decide color
  + Movement Method
  + x, y coordinated - location
* Knight
  + Image
  + Logic to decide color
  + Movement Method
  + x, y coordinated – location
* Black Player
  + List pf Pieces
  + List of captured pieces
* White Player
  + List pf Pieces
  + List of captured pieces

Components of play

* Game to be set correctly at start
* Click on a piece then click on a location and the piece moves there
* Check detection
* Valid move detection
* End game detection
* Play again option

Recommended Work Breakdown

* Research Chess
* Get the board functional
* Work on getting each piece set in the screen
* Piece movement by click event (include capturing)
* Movement validation (by piece)
* Other detections (i.e. check detection/endgame detection…)

In Battle Chess instead of an automatic capture – we want the pieces to be able to fight for victory.

Queen – 9

Rook – 5

Bishops and Knights – 3

Pawns – 1

King – no value

Combat is up to you – be creative. Weight of piece combat strength should be based on the above chart. Winner gets the square.

Update Clarification: All classes should be contained in their own files. All images need to be stored in a folder labeled – images.