

## CS 240: Drawing the Board Transcript

[00:00:00] **INSTRUCTOR:** In a previous video, we talked about how to implement a console user interface, and that's mostly what you need to understand in order to draw your chessboard. But one thing to realize is that for phase five, even though we're not implementing gameplay, we do require that you draw the chessboard.

[00:00:19] And so what will happen with phase five is once a user joins a game as a player or an observer, then rather than actually implementing gameplay, what your client should do for phase five is it should simply print out the chessboard and display it on the screen.

[00:00:39] And that will demonstrate to us that you've implemented the code necessary to draw the board. And of course at that point the board will be in its initial configuration like you see here on the screen.

[00:00:48] Now what we do is we actually require you, when a user enters gameplay, we require you to draw the board twice. One with the white orientation and once with the black orientation. So you'll draw it like you see here on the screen, and then you'll draw it flipped.

*Start visual description. The screen shows the digital chess board for the project with all of its pieces on both ends. End visual description.*

[00:01:07] And so that shows us not only that you have code to draw your board, but you have the capability of drawing it flipped as well. And so that's part of the requirement for phase five. That's essentially, instead of gameplay, once somebody joins a game, you just draw the board and that's it.