Checkers

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OBJECTIVE

01   To understand the fundamentals of functional programming

02   To develop a good level of proficiency with the scala programming language

Background

- Checkers is a board game for two players which involve diagonal moves of uniform game pieces and mandatory captures by jumping over opponent pieces.

- The most popular form is English draughts, also called American checkers, played on an 8×8 checkerboard; There are many other variants played on 10X10 and even 12X12 board.

- In checkers, simple game pieces can move only forward (towards the enemy), as kings may also move backward, but it's not used in this variant.

- In our version of Checkers we have console based game.

01

Player vs AI
Can Restart any time

MAIN FEATURES

02

Have beautiful console based UI

Game Experience

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***************Welcome to the CHECKERS Game!  ***************

Instructions:
If you are going to do multiple capture (moves), just do one by one move

Now, lets start: Type your command (restart, help or a move)
Game Started: Do your first move!

     A   B   C   D   E   F   G   H
1    H   0   H   0   H   0   H   0
2    0   H   0   H   0   H   0   H
3    H   0   H   0   H   0   H   0
4    0   0   0   0   0   0   0   0
5    0   0   0   0   0   0   0   0
6    0   M   0   M   0   M   0   M
7    M   0   M   0   M   0   M   0
8    0   M   0   M   0   M   0   M

Enter the input
1 : To move the piece
2 : To see all the possible moves (help)
3 : To reset the game
4 : Exit
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AI move:      (b, 8)-(c, 7)
Your turn

    A   B   C   D   E   F   G   H
1   H   0   m   0   H   0   H   0
2   0   H   0   0   0   0   0   H
3   H   0   0   0   0   0   0   0
4   0   0   0   0   0   0   0   0
5   H   0   0   0   0   0   0   0
6   0   M   0   0   0   0   0   M
7   0   0   M   0   M   0   M   0
8   0   0   0   M   0   M   0   M
```

Thank you !