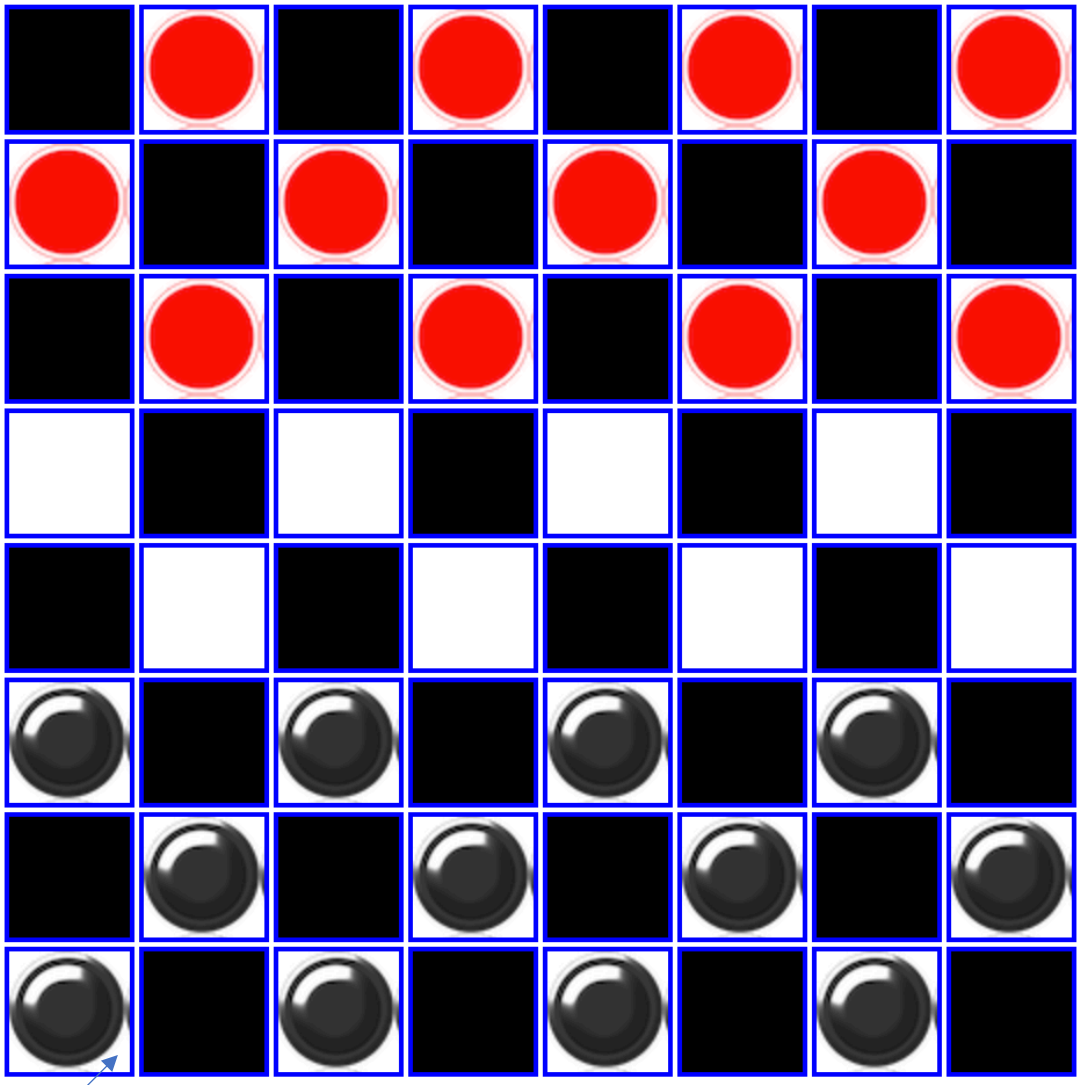
JavaScript Team Collaboration

Show Pieces | Random Move

Matt initiates the checkerboard.

Lucas populates the checker coins.

John randomizes the moves.



a1 (black player)
h8 (red player)

Example online game: **https://cardgames.io/checkers/**

Random Moves

The assignment was written in the USA and is based on the assumption that students know the rules of Checkers. The basic rules are:

- Coins can only move one square (unless taking an opponent's coin(s);
- Coins can only move from a white square to another white square;
- Coins can only move forward (not backward;

In this assignment you are NOT CREATING A WORKING GAME!

- Your task is to create random moves to move one coin one row to a legal (white for a black coin) and black for a red coin) square;
    - First move a black coin to a legal white square;
    - Second move a red coin to a legal white square;
    - Then repeat the process until all the black and red coins are moved 1 row.
- Do not proceed any further with the moves as this will require complex rules;
- In a real game the board must have multiple naming;
    - Each cell has two location references; one from the black players perspective and one from the white players perspective setting out the row reference and column reference (i.e., a1 (black) and h8 (red).
- Building a real game requires complex rules to prevent illegal moves and this is not the object of the assignment.

If you have any questions regarding the random move component of the assignment you must raise them to resolve any queries.