Chess Design Grading Sheet

Name: _____

TA: _____

<u>Score</u>   <u>Max Possible</u>

Data Structures

_____   Detailed description of data structure used to store the board configuration

_____   Detailed description of data structure used to store sets of moves

_____   Detailed description of data structure used to store move history

Class Responsibilities

_____   Piece superclass containing behavior common to all piece types

_____   Separate subclasses for each different piece type (pawn, rook, etc.)

_____   Track current piece positions on the board

_____   Store and manage the move history

_____   Initialize a new game by creating and initializing the board,
move history, pieces, etc.

_____   Execute moves as directed by the user

_____   Undo moves as directed by the user

_____   Detect check, checkmate, and stalemate

_____   Save and load games

_____   Clean separation between GUI and Chess layers
 (i.e., no GUI-specific code in Chess layer)

Algorithms

Top-level code for the following algorithms:

_____   Detailed description of the Move Piece use case implementation
(don't forget pawn promotion)

_____   Detailed description of Undo Move use case implementation

_____ Detailed description of the Save Game use case implementation

_____ Detailed description of the Load Game use case implementation

_____ Detailed description of the New Game use case implementation

Design Quality

_____ Cohesive classes and methods

_____ Effective information hiding

_____ Effective class, method, and variable names

_____ Clear, easy-to-read document

_____ **Total**