EECS 22L: Project 1 Grading Criteria

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The follow items are mandatory for the *beta* version of the *Chess* program:

1. A complete and clean tarball with all the project files in proper directories

2. Proper project file hierarchy (as what was presented in week3's discussion session)

3. An `INSTALL` file with the descriptions of two installation options:

   - tarball extraction
   - CVS checkout information, i.e. linux command that can be used to get the project checkout

   Proper instructions on how to install the program is also expected.

4. A `README` file with the information of the authors, program version, date, and general information / description about the software

5. A `COPYRIGHT` file with authors and copyright information

6. A top-level `Makefile` with at least three targets, i.e. 'all', 'test', and 'clean'.
   Note: this file is different from the `Makefile` in the *src* directory.

7. The `src` directory with all the properly documented program source code files.

8. The `bin` directory with the binary executable file of the Chess game.

9. The `doc` directory with all the documentation files for this project, i.e. `Chess_SW_Spec.pdf`

10. A pdf file named `Chess.pdf` in the `doc` directory as the user manual of the *Chess* game program. Screenshots of the program functions are desirable to have in this document

11. An ASCII text file named `Chess.l` in directory `man/catl/` as the static text file for the *Chess* game program's manual page

12. The `test` directory with instructions and input files for testing

The follow test cases will be used for grading the *beta* version of the *Chess* program :

1. make some legal moves

2. make some illegal moves, the program should recognize this, warn the user, and NOT make the move

3. make the following specific board setups and then make moves

   - **Position No. 6241** in "`LA_Time_Article_010613`"
   - **Position No. 6242** in "`LA_Time_Article_011313`"
   - **Position No. 6243** in "`LA_Time_Article_012013`"
   - **Position No. 6244** in "`LA_Time_Article_012713`"

Note: each team **should** provide the instructions on how to setup a specific board, and the input files to load the specific setup in the `test` directory.

This test should be supported in the `Makefile`, i.e. the 'make test' should run these tests automatically (in both `Makefiles` in `test/` and in the top level).

4. run a *computer vs. computer* game in less than 1 hour with moves properly displayed