EECS 22L: Chess Final Release

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The final deliverable in the chess project is the release version of the chess program for the user, as well as the corresponding release version of the program source code and documentation. In contrast to the previous alpha version, this release version should be complete and fully functional. In particular, we expect the final version to follow the official rules of chess, so that a fair chess tournament can be played.

For full credit (100%), the binary package for the user should include the following file hierarchy :

README

• author, version, date, general instructions...

COPYRIGHT

author and copyright

INSTALL

installation instructions

bin/

- binary directory
- bin/chess the executable chess program

doc/

- directory for documentation
- doc/Chess.pdf

For full credit (100%), the source code package for further developers should include the following file hierarchy: **README**

• author, version, date, general instructions...

COPYRIGHT

• author and copyright

INSTALL

• installation instructions (how to compile, install)

Makefile

• top-level, tool-specific Makefile

bin/

binary directory

doc/

- directory for documentation, report, etc.
- doc/Chess.pdf

```
    doc/Chess_Software.pdf
```

inc/

- include directory, with all header file(s) or symbolic link(s) to header file(s)
- inc/chess.h
- inc/others.h

src/

- source directory, with all source code files
- src/Makefile Makefile for sources
- src/Chess.c
- src/others.c

test/

- test directory, with
- test/test_interface.c check the convertion from user input to coordinates
- test/test_rulecheck.c check the output of the rule checker for a given input
- test/test_boarddisplay.c check the display of a modified board
- or similar

Note that the source code package should include all files needed to build, install, and test the software. In particular, the toplevel **Makefile** should support the following:

```
% make
% make test
% make clean
```