

EECS 22L: Chess Alpha Release

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The third deliverable in the chess project is an alpha version of the chess program for the user, as well as the corresponding alpha version of the program source code and documentation. While certain shortcomings are expected for an alpha version (e.g. the program makes illegal moves, sometimes crashes, and/or several of the optional features are incomplete), the deliverables should give a good impression of the state of the implementation and provide an early "preview" of what the final release will be.

The credit will be awarded in the following way: 30% of the credit will be given for the packaging (including file hierarchy), the rest will be given on the content of each file and the performance of the program. For full credit (100%), your package should have the following minimum file hierarchy:

User/Customer Package (Chess_Alpha.tar.gz)

- **README** // author, version, date, general instructions . . .
- **COPYRIGHT** // author and copyright
- **INSTALL** // installation instructions
- **bin/** // binary directory
 - *chess* : the executable chess program
- **doc/** // documentation directory
 - *Chess_UserManual.pdf*

Source Code Package (Chess_Alpha_src.tar.gz)

- **README** // author, version, date, general instructions, . . .
- **COPYRIGHT** // author and copyright
- **INSTALL** // installation instructions, just let the user type `make` is enough!
- **Makefile** // top-level, tool-specific Makefile, should support: `make`, `make test`, `make clean`, `make tar` (tar the source code package); debug version is recommended but not mandatory
- **bin/** // binary directory, when the user types `make`, the executable or its symbolic link should be generated here, as well as logs
- **doc/** // documentation directory, report, etc.
 - *Chess_UserManual.pdf*
 - *Chess_SoftwareSpec.pdf*
- **src/** // source directory, with all source code and test files

- *chess.c*
- *rules.c* // maybe other modules and header files: *AI.c*, *Piece.c*, *chess.h*, *rules.h*
- *test_rulecheck.c* // check the output of the rules checker for a given input
- *test_boarddisplay.c* // check the display of a modified board

Notes:

README example: This is a alpha version chess software, to install, please type "make", for more detailed instructions, refer to the user manual.

INSTALL example: Type `tar -xvzf Chess_Alpha_src.tar.gz`, then `cd Chess_Ahpha_src`, then `make`

The above is fine. Keep **README, INSTALL, COPYRIGHT** short. Guide the user to refer to the user manual or the developers to software spec for more details.

You can add other folders to your package if necessary, such as GUI libraries, resources (images/fonts/audio), etc.