OODP - Object Oriented Design and Programming
Exercise 1

1   Instructions

The goal of this exercise is for you to demonstrate your knowledge of UP. To do so you are required to create a number of artifacts, which are listed further on, for a system that displays a chess game between two AI's (artificial intelligences).

- Submission deadline 20th of February, 23:55(late submission deadline 5th of March, 23:55).

- This exercise should be treated as if you are building a system for a client (me). Hence, it is your responsibility to make sure that you understand what is expected of you. If anything is not clear please ask me (oded@dcs.bbk.ac.uk).

- Submission on the BLE.

1.1   Chess Game

It is assumed that some of you may not know the rules of the game of chess. Please try to find the relevant rules by yourself before contacting me for any clarifications required.

1.2   Functionality of System

What the system should do.

- Set board - display a board with all pieces in initial state.

- Play n iterations - the game is played until a checkmate or stalemate is reached or n iteration have been played.

- Rewind m iterations - the game is played backward step by step according to original moves. Stops when initial position reached and if not after m iterations played backwards.

2   Required Artifacts

- A use-case, both in casual form and in fully dressed form, for each one of the functionalities described; Set Board, Play and Rewind. Note that the use-cases (if possible) should have information that is essential to the understanding of the game of chess.

- A Domain Model.