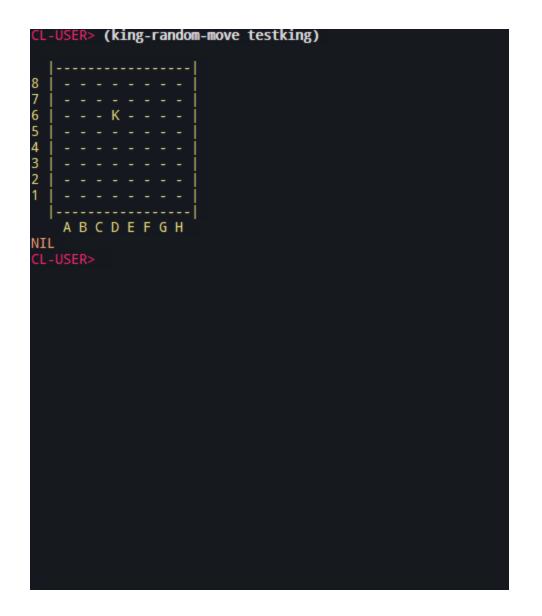# Chess AI Player Task 6: King Piece Random Moves

Abstract: The goal of this task was to take the created king piece and to be able for it to move around the board randomly with a human controlling it. In order to do this the function randomly selects (-9 - 8 -7 -1 1 7 8 9) and adds it to the current square the king is on. This makes sure that the king can only move to the surrounding squares.

Demo:

```
CL-USER> (king-random-move testking)

    |-----------------|
 8  | - - - - - - - - |
 7  | - - - - - - - - |
 6  | - - - - - - - - |
 5  | - - - - - - - - |
 4  | - - - K - - - - |
 3  | - - - - - - - - |
 2  | - - - - - - - - |
 1  | - - - - - - - - |
    |-----------------|
      A B C D E F G H
NIL
CL-USER> (king-random-move)
; Evaluation aborted on #<SB-INT:SIMPLE-PROGRAM-ERROR "inva
B13}>.
CL-USER> (king-random-move testking)

    |-----------------|
 8  | - - - - - - - - |
 7  | - - - - - - - - |
 6  | - - - - - - - - |
 5  | - - - - K - - - |
 4  | - - - - - - - - |
 3  | - - - - - - - - |
 2  | - - - - - - - - |
 1  | - - - - - - - - |
    |-----------------|
      A B C D E F G H
NIL
CL-USER> (king-random-move testking)

    |-----------------|
 8  | - - - - - - - - |
 7  | - - - - - - - - |
 6  | - - - - K - - - |
 5  | - - - - - - - - |
 4  | - - - - - - - - |
 3  | - - - - - - - - |
 2  | - - - - - - - - |
 1  | - - - - - - - - |
    |-----------------|
      A B C D E F G H
NIL
```

```
CL-USER> (king-random-move testking)

   |------------------|
8  | - - - - - - - - |
7  | - - - - - - - - |
6  | - - - K - - - - |
5  | - - - - - - - - |
4  | - - - - - - - - |
3  | - - - - - - - - |
2  | - - - - - - - - |
1  | - - - - - - - - |
   |------------------|
     A B C D E F G H
NIL
CL-USER>
```

Code:

```
(defmethod king-get-move ()
  (setf king-addition '(-9 -8 -7 -1 1 7 8 9))
  (nth (random (length king-addition)) king-addition))

(defmethod king-random-move ((obj king))
  (moveking obj (- (current-square obj) (king-get-move))))
```