



- Project Description -

- A 2 x Player Chess Game -

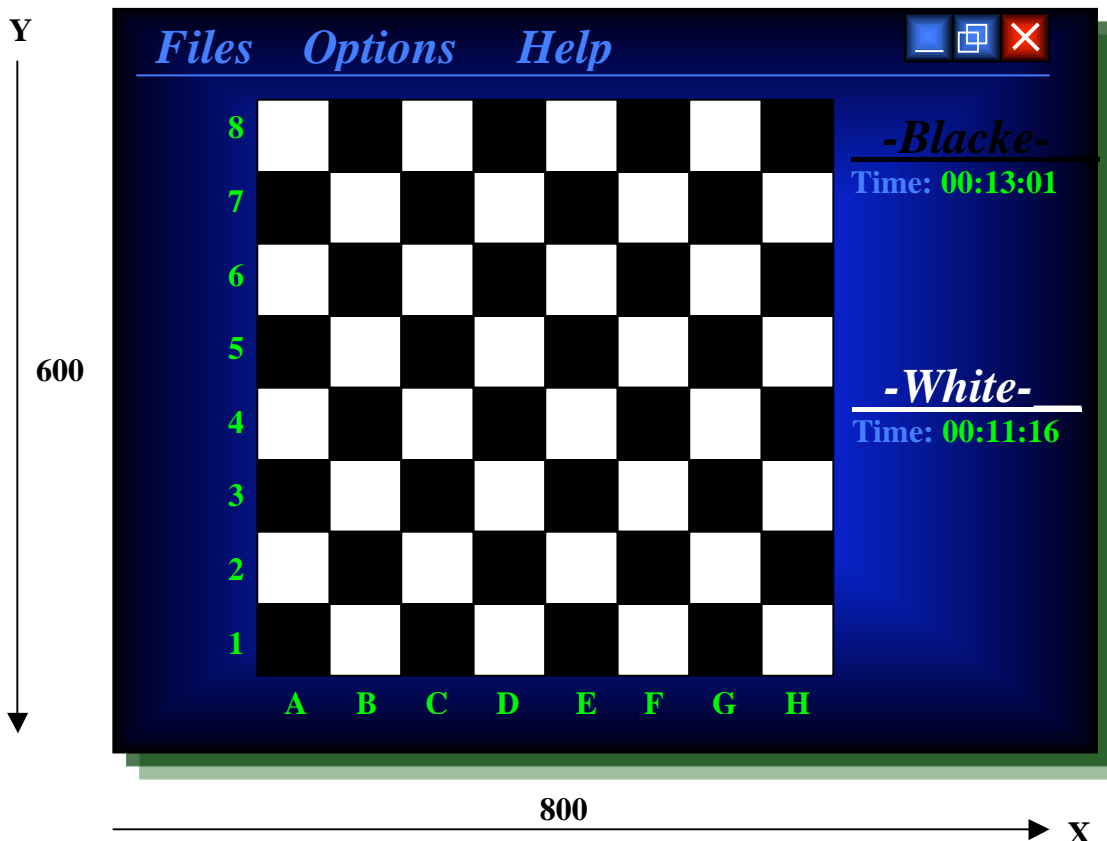
Idea

The idea is basically to build a chess game program that allows two players to play against one another as if they were playing a real board game without a computer.

The programming language used will be Java. Due to time constraints, which are set to 50 hours of work, the focus will be on programming the most essential components first that are needed for the program to work and anything else should be considered a bonus. These could be some of the excluded features on page 3.

The First Visual Draft Sketch

The following is a first draft of how the chess game program is going to look like visually and this is what I am aiming to achieve but there are no certainties.





Chess Program Specifications

With the first visual draft as a startup model, the following features are going to be available in the program:

Features to be included

- Graphics User Interface

- Non-Resizable 800 x 600 JFrame with a JMenuBar

- JMenuBar -

Files	Options	Help
New 2 Player game	Pause	Game Rules
Load Game	Visualize Moves	Credits
Save Game		
Quit		

- Mouse Interface
- 2 x Player Timer System (Pause Function)
- To visually see all available moves (Visualize Moves)

- Rule regulation system

- Only the most essential games rules will be added
- Left open to add more rules in further programming iterations

- Independent User Interface, Graphical interface and Data Structures

- The User Interface, Graphical Interface and Data Structures will be separated so that one of them can be replaced without it affects the other in any severe way – Effectively making them Reusable Classes...



Excluded Features

- No max window options (No graphic stretching)
- No CPU player
- No board setting (No option for setting a customized startup board)
- No sound

The program will be designed to be open to add any of the excluded features in later programming iterations, if needed.