Welcome to the Chess wiki!!

TEAMS

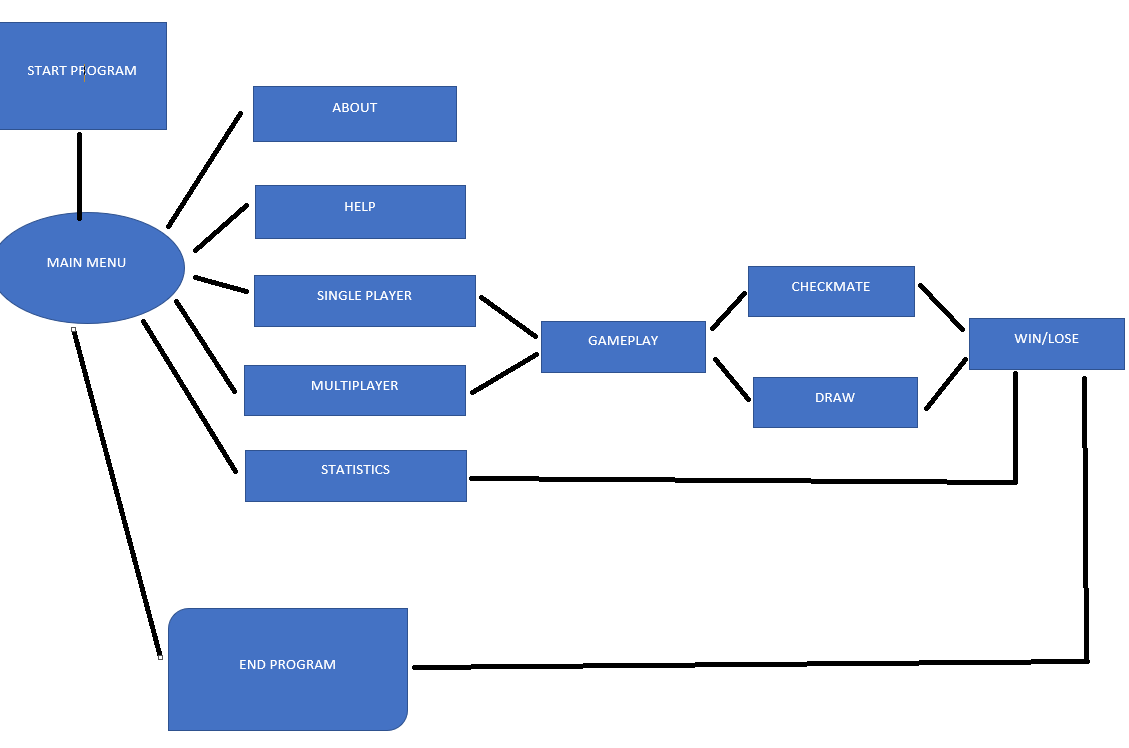
Game name- Chess

Team member- Neil Dedhia, Alex Haider

OVERVIEW SCREENS AND FLOW

The history of chess can be traced back nearly 1500 years, although the earliest origins are uncertain. The earliest predecessor of the game probably originated in India, before the 6th century AD; a minority of historians believe the game originated in China. From India, the game spread to Persia. When the Arabs conquered Persia, chess was taken up by the Muslim world and subsequently spread to Southern Europe. In Europe, chess evolved into roughly its current form in the 15th century.

GAME SCREEN AND FLOW



GAMEPLAY OF CHESS

1. Click either one player or two player



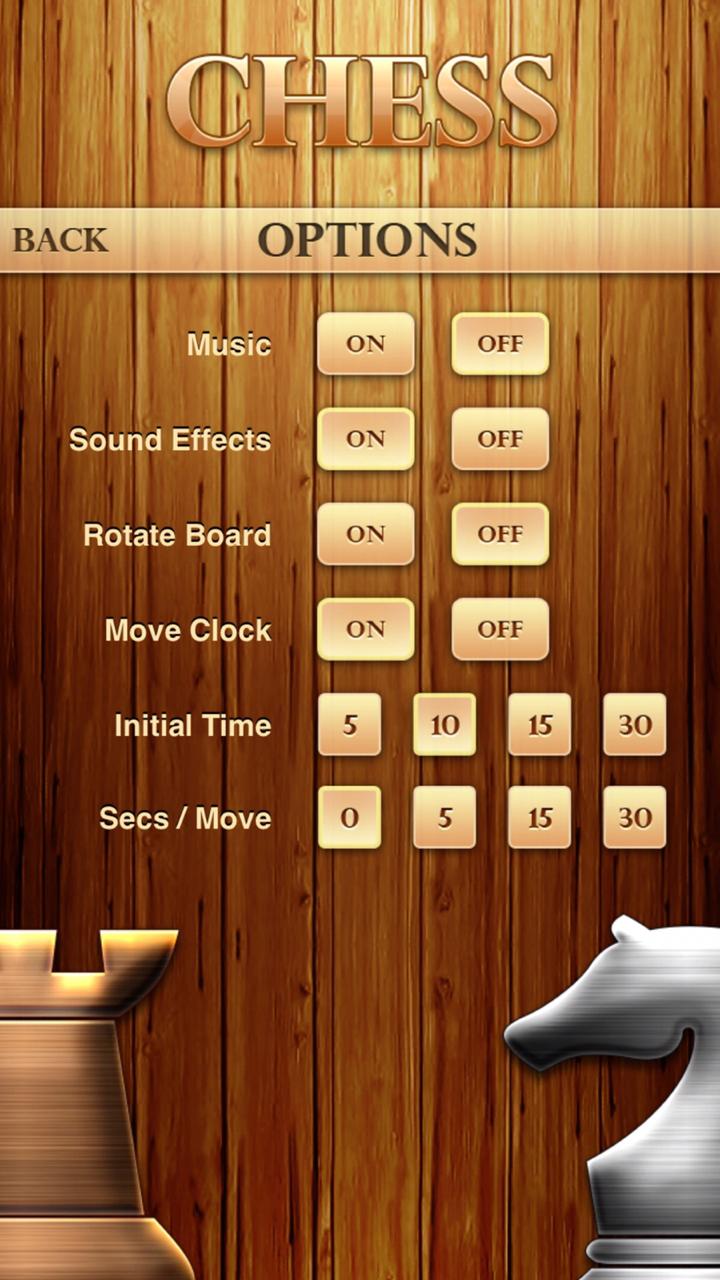
1. You will be assigned either black or white and you have to move pieces, every piece moves in a particular sequence.



1. Result of the game.



1. You can also select options where you’ll get various features and you can change it on your own convenience.



GAMEPLAY

RULES

The rules of chess may seem complicated at first, but they're actually quite simple. Chess is a board game played between two players – White and Black – who alternate turns. White always moves first, and the players move one piece at a time until one side captures the enemy's king.

PIECES

* Chess uses six pieces, each of which moves in a specific way. All pieces share some common traits. No piece is allowed to land on a square occupied by a friendly piece. If a piece lands on a square occupied by an enemy piece, that enemy is captured and removed from the board. With the exception of the knight, pieces are not allowed to jump over other pieces.
* The rook usually looks like a small tower. It moves in a straight line horizontally or vertically for any number of squares.
* The bishop moves in a straight line diagonally for any number of squares.
* The queen,the most powerful piece in chess, can move any number of squares in a straight line horizontally, vertically or diagonally.
* The king can also move in any direction, including diagonally, but it can only move one square at a time.

The knight,which usually looks like a horse, moves in an irregular, L-shaped pattern. From the center of the board, the knight can move to eight different squares. Though the knight can leap over other pieces, it doesn't capture pieces it jumps over; it only captures a piece on a square it lands on. Each player will get its chances, the player can only move a piece at a time.

Every pieces have different sequences as mentioned above.

The motive of the player is to destroy the king of the other player if it does then the person wins the game.

