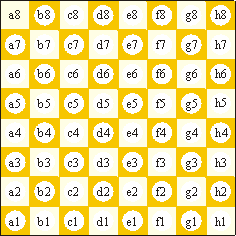
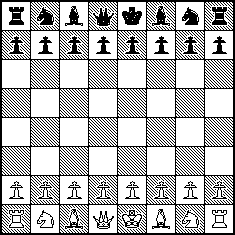
USER INTERFACE

The game is played on a chessboard, consisting of 64 squares: eight rows and eight columns. The squares are alternately light (white) and dark colored. The board must be laid down such that there is a black square in the lower-left corner. To facilitate notation of moves, all squares are given a name. From the view of the white player, the rows are numbered 1, 2, 3, 4, 5, 6, 7, 8; the lowest row has number 1, and the upper row has number 8. The columns are named, from left to right, a, b, c, d, e, f, g, h. A square gets a name, consisting of the combination of its column-letter and row-number, e.g., the square in the lower left corner (for white) is a1.





Alternately, the players make a move, starting with the white player (the player that plays with the white pieces.) A move consists of moving one of the pieces of the player to a different square, following the rules of movement for that piece - there is one special exception, named **castling**, where players move two pieces simultaneously.

A player can **take** a piece of the opponent by moving one of his own pieces to the square that contains a piece of the opponent. The opponents piece then is removed from the board, and out of play for the rest of the game.

ASSETS

IMAGES

* Images of different pieces
* Chess board (black and white)
* Background
* Players image

AUDIO

* Background sound
* Start, win, draw, lose game sound
* Pieces sound while moving or taking each turn.