

A Game of Chess

Introduction:

Our project is an interactive chess game that employs javaScripting. Html is also used to display the game in the form of a webpage.

Problem Description:

This is an initiative to make the game of chess more accessible. The game proposes viable moves to the players and alternates between the two players in between turns.

Solution Proposed:

A webpage that renders a chess board with its pieces that enables players to move the pieces by clicking on them. Each click on a particular piece gives a player the possibilities of neutral or offensive moves. The main source of difficulty was providing the players legally allowed moves which was solved eventually.

Execution:

Javascript was used to create the UI on a webpage.

Canvas functions were used to perform operations such as drawing the board.

Conclusions:

Pizza was brilliant.

Virtual Box crashed and wiped out 220 lines of our code.

Each member learned how to code while mentally and physically exhausted.

It helped increase our curiosity in using javascript.

Team members:

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