**Chess by Ali Jilani**

**Mechanics**

Chess is an intricate board game played by 2 people. It involves various game pieces each with different restrictions on movement. I am hoping to accomplish this with a button interface, but I may also try using a graphic interface.

**Features**

* 2 players, 1vs1 format

This game is meant to be played with 2 people using the same computer (1 mouse) . After player 1 makes his move his turn will end and player 2 will be allowed to then make his move.

* Castling, En Passent and Promotion

Castling will be fairly difficult as the pieces have to have not have moved at all prior to the castling and other rules of castling. En Passent will also be hard because when a pawn is moved 2, the intersecting attack is done on the following turn. This might lead to some difficulty. Promotion in theory is not difficult but to make a nice gui selection of what piece you want to replace it with may be tricky. Initially I will set it to auto queen.

* User Tracker

Players can enter their name when they play and it will be stored that they played, this is more for intergration with the Leaderboard.

* Leaderboard

This will feature will make my chess game extremely competetive as players will be able to see their W/L Ratio and also if possible see their recent matches.

* Speed Chess [ie. Timer for each player]

Speed Chess is a common form of chess these days, played to avoid prolonged games. This feature will keep track of seperate timer for each player. This timer will be adjustable based on the wants of the players.