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Game Idea: Chess

We are going to have an abstract class for each piece, and then implement the more specific methods in each individual piece class, like move since each piece moves differently.

We will be doing this on a JPanel, and creating some sort of animation for a moving piece, whether that be the piece moving, or some sort of representation of the possible movements for each piece that is hovered over or clicked on. We will also most likely use the repaint Thread idea that was demonstrated in class to make it so we don't have to continually call repaint.

We will use some sort of list to save the list of pieces on the board, and most likely a list to save all of the tile objects that we will be creating and pasting onto the board.

April 20th: Formation of the Tile object along with all the game piece objects

April 22nd: Getting the window to look as we wish and start game logic

April 29th: Finishing up game logic and fix any errors

May 4th: Run/Play through many tests of the game to make sure everything is working correctly

May 6th: Working model of the game in full completion and post-project write-up

- Chess Game - 250 points
  - Tile Class: 25 points
  - Piece Class and All the Specific Piece Classes: 50 points
  - Nicely Looking GUI Window: 25 points
  - GUI Window basic functionality: 25 points
  - Being able to move the pieces correctly: 25 points
  - The taking of other pieces: 25 points
  - Animation on the screen and showing of possible moves: 25 points
  - Timers for each player: 25 Points
  - Perfectly working end product with no errors or bugs: 25 points