Correctness – The application should be able to successfully log the user into the application. If the user does not have an account, the software should be able to successfully create an account and add it to the database. The program should be able to send a user to the type of game they have chosen. The code should be able to find other players as well as be able to create a session between two players. The application must follow the rules of a regular chess game from movement of the individual pieces to the advanced techniques such as castling and promotion. The program must be able to switch turns after a player is done with their turn. The application should also recognise when a match has ended and be able to push the player back to the home screen. The game should be able to recognize when a match has been won/tied. The game should also allow the user to forfeit a match. The application should correctly increment a player’s win score/draw score in the leader board. The software should not allow user to access anything without signing in. The program should be able to correctly log the user out of a session.  
  
Robustness – The application should be able to handle incorrect moves and clearly show legal moves a player can make. The program should be able to handle incorrect data being entered into the login and sign up pages. The application should not allow a user to move the other player’s pieces. The system should not be able to enter another player’s active game. The player cannot forfeit a game without it being recorded as a loss. The user should not be able to affect their rankings on the leaderboards. The user should not be able to access games without having logged in.

User Friendliness – A simple menu based design will be used to allow users to quickly and efficiently move about the various game types. Finding games will be clear and concise. The available players for online games should displayed in a simple way in order for player’s to find specific opponents. The leaderboards should be informative and allow users to quickly find their rankings amongst other players. A helpful link to the rules of chess should be placed for players who may not know them. Signing in and logging should not be confuse or dissuade the user from making/signing-into their account

Performance and Time-Efficiency - The built-in commands should function at the right time to allow user to exert minimal effort to quickly navigate the system and eventually play a game. The AI should be fast to allow the user to have a fun game and not cause frustration. The program should also evaluate a player’s moves quickly to not disrupt the flow of the game. The leaderboards should be able to immediately update a player’s score and ranking to allow for easy comparisons.