**Project :**

A multiplayer Chess Game

**Project Title :**

Chess Game

**Language :**

**C, C++**

**External Libraries:**

igraphics.h(including iMouseMove, iSetTimer etc.)

graphics.h

**Game Description :**

1.It is a multiplayer chess game which is continued until one of the player is checkmated**.**

2.It can be played with both keyboard and mouse.

3.It will show the moves of the pieces (e.g. if a pawn moves from e2. To e3 it will show e2.e3)

3.Players can quit the game ,save it and play from the position the game has been saved.

4.It will count the time of the duration of the game.

5.It will not be played more than 50 moves from each of the player .

6.The game will detect the moves that are better for the players.

7.There will be a scoreboard.

8. More features might be added it fits the theme of our game.

**Background Studies:**

**In order to show the chess board we needed to make some use of graphics. The graphics.h and igraphics allows us to do that.  
example:**

**We learned how to draw the chess board using graphics and coordinates. Placing different pieces in different positions and altering their positions during the game.**

**We learned these functions through some tutorials. The links are of those tutorials are :** [**https://www.youtube.com/watch?v=i1NB2nePvYc**](https://www.youtube.com/watch?v=i1NB2nePvYc)

[**https://www.youtube.com/watch?v=0PYiszS2B-g**](https://www.youtube.com/watch?v=0PYiszS2B-g)

[**https://www.youtube.com/watch?v=YAmGwNvh51M**](https://www.youtube.com/watch?v=YAmGwNvh51M)

[**https://www.youtube.com/watch?v=7npToNHeiCo&list=PLKiZXxQe7OiDVNhkwgGZ6A6xW-zMbnSXb&index=10**](https://www.youtube.com/watch?v=7npToNHeiCo&list=PLKiZXxQe7OiDVNhkwgGZ6A6xW-zMbnSXb&index=10)

**Cse 4202 project**

**Subject Name :**

Structured Programming II Lab

**Subject Code** :

CSE-4202

**Team Name**

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