# Major Project Planning Document

1. Who are the people working within this team?

-Skyla Peters, Baley Eccles

1. Which team member/s is/are responsible for completing this document?

-Both

1. Give details of the project the team will be working on. Make sure you address the following aspects:
2. **Which software application will be used to produce the game?**

Skyla:

-Backend: Swift using the Vapor framework

Baley:

-Microsoft Visual studio 2022, the specific language is C++

1. **Why has this application been chosen?**

Skyla:

-Backend: Due to Skye’s experience with both the language and the framework

Baley:

-Baley is experienced in using it.

1. **What genre does the game fit into?**

-Board Game´

1. **What style of gameplay will the game have?**

-The game is a competitive thinking game.

1. **Is it similar to or inspired by any existing games?**

-Yes, it is literally chess

1. **Does the game have a story? If so, please describe the story.**

-No, there is no story.

1. Give details of the role/tasks for each member of the team, as far as you know at this stage of the project.

-Skyla: Creating the backend to connect multiple clients together

-Baley: Creating the game is self.

1. What resources will the team be utilising in this project? How will you ensure that you don’t breach any copyright and intellectual property laws?

-Baley has used PNG chess pieces from Wikimedia.org, these pieces have a public domain license, which means that they are free for anyone to use. There will be no other external resources used.

1. Timeline:

**Produce a schedule which outlines all the tasks that will be completed. Give approximate dates for the completion of these tasks.**