

DBWS 2

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1 Project description:

Our team intends to develop a web application for chess amateurs, displaying multiple possible openings simulated on a chess board, plus a game mode in which you can practice the previously learnt openings by playing a full game against another player or bots available in three different levels of difficulty.

The web application offers a wide range of openings each one having a name,description and the sequences of moves.A chess board will be displayed, each opening is viewed as an animation on the board.

The user will be able to log in with a username and password, win history will be available for each account.

When opening the web application, the user is directed to the home page where he can read about some of the most famous chess players, He can access to the login/sign up page, If the user leaves an empty field while filling in the login or register information, the login/registration process won't go through, after login in successfully, the player is shown the same home page, he has now access to multiple options via a navigation bar:

Openings: On the right, a list of opening names will be displayed,once the user clicks on one of the opening a simulated game will start on the chess board. The game will consist of the sequence of moves processed in that opening.

Play a game: The user will choose whether he wants to play against another user or if he want to play against one of the bots. During the game the player is able to see the possible move a piece can execute by clicking on it. If the user tries to make an illegal move, the board won't change the user will be informed that the move didn't go through.

2 ER Diagram:

