Possible features:

Chaos chess - pieces are in random locations at the start of the game.

Score board - each piece is worth a certain score that is given to the player when they take it.

Changing art on pieces

Player clock - only counts players time then they are playing. 2 modes – normal chess clock counting down time left and time used to show how fast the player is playing.

Move log - keeps track of the moves the players make.

Code:

HTML 5?

Java?

