# Introduction

* 1. **Purpose**

This program is intended to mimic a game of chess, following standard chess rules including piece movement.

## 1.2 System Overview

Each piece will be its own class, inheriting its functions from a ‘piece’ class. The board will be managed by a database which will be updated by a manager class. The board will update and redraw based on changes to the database.

## 1.3 Definitions, Acronyms and Abbreviations

This portion will be updated as necessary as the document grows.

## 1.4 Supporting Materials

This portion will be updated as necessary as the document grows.

## 1.5 Document Overview