Project Description:

Name: Online Multiplayer Chess

Description: A chess game where users can play with other users who are on the same local network

Competitive Analysis:

Similar projects I’ve seen online includes multiplayer rock-paper-scissors or local Chess games. My project is different from all these firstly because it is far more complex than the typical multiplayer game that’s written with the socket module (Chess vs a game like rock-paper-scissors). Secondly, it takes a game like chess (something that lots of projects achieve locally) and enables multiple players to connect wirelessly.

Structural Plan:

The main game/local client will be in a file:

- chess.py:

Where the chess board/pieces are drawn, the players make moves, and the rules are enforced.

The graphical interface will be achieved through:

-cmu\_112\_graphics.py

The local client and the server will communicate with the file:

-game.py:

A file that contains the Game class, which stores vital game data accessible by both the server and the client

The multiplayer functionality will be achieved through two files:

-network.py:

A file that contains the Network class, which allows the user to connect to the server and send/receive data.

-server.py:

The script for running the server and sending/receiving data from local clients. This must be running the entire time anyone is playing the game

Algorithmic Plan:

Complex parts of my project:

Timeline Plan:

By tp1 (11/18):

-Finish implementing a basic multiplayer chess game where users can connect and move their pieces

By 11/20:

-Finish implementing all chess features

By tp2 (11/23):

-Finish implementing a fully functional multiplayer chess game with a beginning and ending screen

After tp2:

-Implement any additional features as time allows

Version Control Plan:

I plan to use git and github to back up my project.

A screenshot of a computer screen

Description automatically generated with medium confidence

Module List:

socket

pickle

\_thread