**Shadow Chess**

**Project Management Report**

**COP 4331 Spring 2014**

Team Name: <Create a team name, or use your group number>

Team Members:

* Patrick Delva
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* Walker McDonnald
* Brad Costa
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Modification history:

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Who | Comment |
| v0.0 | 05/13/13 | S. Applegate | Template |
| v1.0 | 03/27/2014 | P. Delva | Initial Release |
| ... |  |  |  |

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**Overall status**

As we began our coding much earlier than expected, we are ahead of schedule. We are caught up with the functionality for activating our pieces transformations into “dark pieces” and are working on support for transformed pieces functionality. We are looking into AI as a possible optional feature to promote computer play, but this is a side venture taken by one of the programmers in their spare time while other odds and ends are being completed.

**Technical Progress**

Being ahead of schedule, we have include much of the functionality that we set out to include: The pieces all follow animations for legal moves from the standard set of chess. Objects for pieces are deconstructed and made to disappear when their tile is moved on by an enemy piece. Transformations are only at the stage of being available as sprites; their appearance in a live game is not yet supported. We are looking to include the transformed pieces custom movements although we cannot yet include it due to complexity of dual sets of movements being integrated.

**Comments or Concerns**

We would like to support AI to provide a practice setting for players, so we are looking into open source chess games now and we will be porting this to a mobile environment should time arise.