Critical Design Review: Puzzle Me Chess

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Project description

In chess there are many different ways to play the game. After each player moves three times there are 121 million different moves that can end the game. Many people need to practice chess in order to get better and there are many ways to do this. You can play over the internet and play computer which range from (400 - 3200) EIO or you can play puzzle's in chess. Puzzle's in chess allow you to study the board in a given state and make the next several moves. This project is dedicated to solving puzzles in the physical world.

The physical chess puzzle allows the user to practice looking at a physical board to solve each puzzle. This project is titled "Puzzle me Chess" and it will be equipped to have 3 different puzzle's. The chess board will allow the user to place each piece in the right location that is displayed on the OLED screen. After each piece is on the board the chess puzzle will then display to the user which color he/she will play. After the user makes his first move the board will check to see if the move was correct. If not the user will be asked to reset the peice and try again until puzzle is complete.

High level description of project

Capabilities

Limitations

Functional description

System Block Diagram

Code Flow Diagram

Interface description

Internal

Explanation of code

Code layout

Main.cpp

Display.cpp

SDcard.cpp

Material and resource requirements

List of Items (BOM)

Test equipment

Ording from

include date and times and websites

Development Plan and Schedule

Order of Development

Milestones and Schedule

Risk

Reference