Implementation Notes:

1. Component Architecture:
   - Main ChessGame component acts as container
   - Modular services for API and language
   - Separate concerns for state management

2. State Management:
   - Uses React useState for game state
   - Periodic board updates with useEffect
   - Centralized state in ChessGame

3. API Integration:
   - RESTful service calls
   - Guest game functionality
   - Move validation on server
   - Board state synchronization

4. Internationalization:
   - Language provider integration
   - Translation key system
   - Dynamic text rendering

5. Key Features:
   - Guest play mode
   - Real-time board updates
   - Piece capture tracking
   - Move validation
   - Multi-language support

The architecture follows a modified MVC (Model-View-Controller) pattern adapted for a React-based web application.

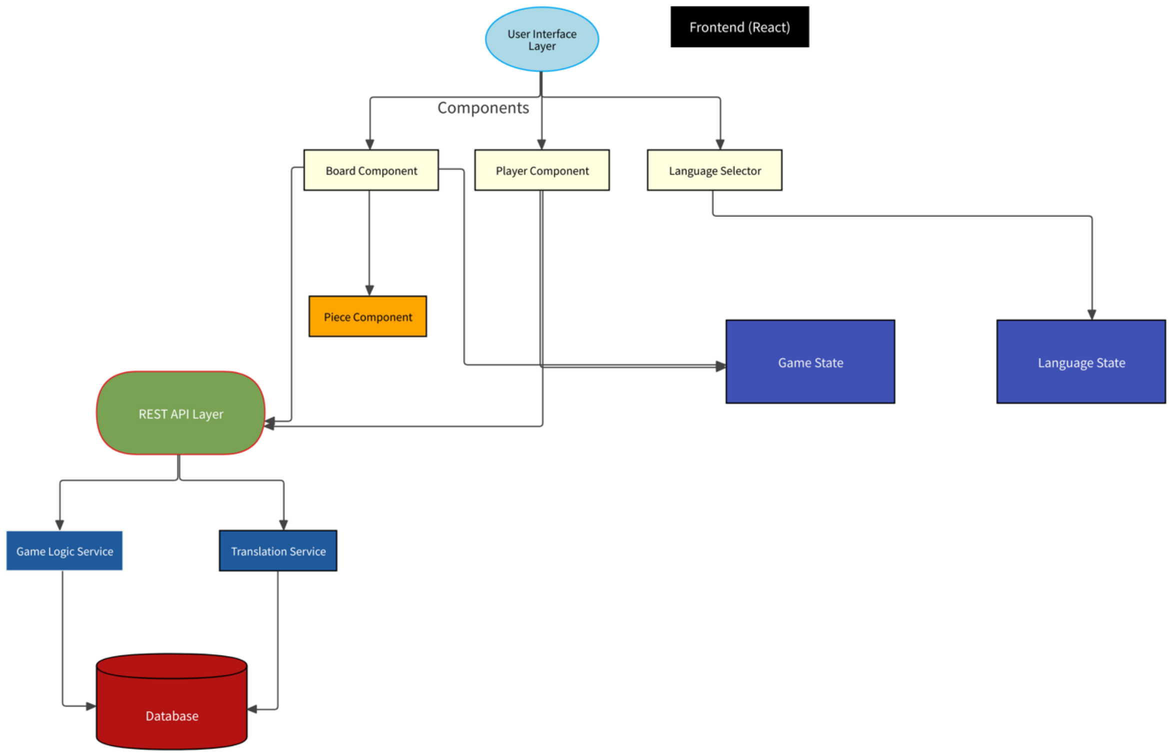
1. Frontend Layer (View):
   - User Interface Layer: Main container for all React components
   - Components:
     - Chess Component: Main game controller
     - Language Selector: Handles language switching
     - Board Component: Manages chess board state
     - Piece Component: Individual chess piece logic

2. State Management (Model):
    - Game State: Manages chess game state using React useState
    - Language State: Handles language preferences and translations

3. Backend Services (Controller):
    - REST API Layer: Handles communication between frontend and services
    - Game Logic Service: Implements chess rules and validations
    - Translation Service: Manages multilingual support
    - Database: Stores game states and language data

Key Architectural Features Covered:

1. Component-Based Architecture:
    - Modular components for reusability
    - Clear separation of concerns
    - Hierarchical component structure
2. State Management:
    - Centralized state management
    - Immutable state updates
    - Clear data flow patterns
3. Service Layer:
    - RESTful API design
    - Microservices architecture
    - Scalable backend services
4. Data Flow:
    - Unidirectional data flow
    - Event-driven architecture
    - Clear service boundaries


User Interface Layer
Frontend (React)
Components
Board Component
Player Component
Language Selector
Piece Component
Game State
Language State
REST API Layer
Game Logic Service
Translation Service
Database