

Short introduction:

Chess is a strategic board game for two players. It's played on a square board consisting of 64 black and white tiles. Each player has a set of playing pieces:

- King (1)
- Queen (1)
- Knights (2)
- Bishops (2)
- Rooks (2)
- Pawns (8)

Each of these pieces have rules for how they can move. The end goal of the game is to "checkmate" the other players' king. This happens when the king cannot escape capture. As in most board games the players take turns in moving their pieces. The first move is made by the player playing the white pieces. The game continues until either; a player resigns, a player gets checkmated or a draw situation occurs.

The game is played around the world by millions of people in all ages. The term "easy to learn, hard to master" fits perfectly for chess, and may be why it is so popular. The game is thought to have originated in India for several hundred years ago. The fact that it is still so actively played to this day should be a clear indication of how inducing the game can be.

Key features of the game:

- The user can choose to play against another human player or a machine player with three possible levels of intelligence.
- The program keeps track of the results of each game, and provide an overview of the ranking of players based on how many matches they have won.
- The program lets the user play against a bot, and choose between three levels of intelligence to match the user.
- The program has a 2D chessboard with visually appealing pieces and board layouts that follow standard rules of chess.