

ChessProject

**A two-player strategy board game played
on a virtual chessboard.**

Class 1 Group 01

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Description of the modules

- **Timer/Counter**

For measuring the time we might use the Timer 0 interrupts.

- **Keyboard**

The kbc interrupts to enable user/machine interaction with the keyboard.

- **Video Card**

Graphics module.

- **Mouse**

Mouse buttons and movement.

- **RTC**

Update in progress flag (UIP) of the RTC.

- **Serial Port**

Serial port protocol.

Development plan

1. Set up the environment (@TomasOliveira)

Create and set a project, make useful scripts, design the folder structure and create the makefile.

2. Adding graphics (@AfonsoPinto)

The first thing we are going to do is to add some graphics to our program.

The result should be a blue screen with 2 squares.

3. Adding the timer (@TomasOliveira)

In this step we will be adding a timer implementation to our project and making it work as a countdown.

The 2 squares should vanish after 30 seconds.

4. Adding the keyboard (@AfonsoPinto)

In this phase we are going to add keyboard features to our program: when we run it 2 square will appear, when spacebar is hit a counter starts for the first square if hitted again it stops and starts a new one in the second square.

5. Adding the mouse (@AfonsoPinto)

In this phase we will be adding a mouse implementation to our project. We will be able to left-click the squares from the previous point and make them move a bit.

[Project's preliminary demo]

6. Loading BMP Images (@AfonsoPinto)

In this step we will be replacing the blue background for the chessboard.

7. Adding chess pieces (@TomasOliveira)

Read the title.

8. Adding RTC (@TomasOliveira)

We will try to add the date and the time of the day to our game.

9. Adding Serial Port (@AfonsoPinto)

We will try to add serial communication between the 2 Players.