Design document for the   
computer game *Chess* Harshil Parikh

# Game description

Chess is a game that can be played against a human or a computer. The ultimate goal is to slay the enemy King, yet this piece is very fragile in its movements. The strategy comes into play when the players have to defend their own King whilst pursuing an attack on the enemy army.

Initially both players start with certain quantities of each piece. Each piece has its unique way of proceeding across the board.

* 1 King
* 1 Queen
* 2 Horses
* 2 Bishops
* 2 Rooks
* 8 Pawns

During the player’s respective turns, they are allowed to move one piece to one of its valid locations. After which, the other player gets a move and this repeats. On either side of the game board slain pieces are shown, both to acknowledge their deaths and more importantly to help the player create a sturdier strategy. The player whose King dies first loses the game.

Refer to link at the end, which demonstrates each piece’s move capabilities.

# Instructions

You will see a 8x8 board with each players pieces located at their respectful locations. On either side of the game, both the player’s statistics will be recorded.

During your turn you can move one piece. That piece corresponds to player colour, white moves white pieces and black moves black pieces. When you have decided your move click on the desired piece and blue boxes will appear, portraying all possible moves. Click the corresponding blue box to which you want your piece to be moved too. If an opposing piece exists in the blue box then it will be slain.

Reminder, the objective is to slay enemy King.

Press the esc button to exit the game.

Most importantly have fun and plan a resilient strategy if you want to win!

CHESS PIECE MOVES: http://www.chessusa.com/CHESS-RULES.html