Senior Project Proposal

After talking with Professor Todd Jones, I have decided I will be coding the game of chess, as my project. With chess, I will be using the coding language Python to program a non-AI, multiplayer version of chess. This will allow two individuals to play against each other. The game will include an interactive GUI that shows the board, the individual pieces and how they can move, and the resulting captures of pieces that will ultimately win the player the game against their opponent. When a player’s king can no longer move to a spot on the board that won’t result in their capture, the game will end and award the other player a victory. From the game itself, there will be a menu that allows the players to reset the board or quit the game.