**A Dissertation Interim Report on**

**Online Multiplayer Chess Game**

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**Online Multiplayer Chess Game**

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1. Introduction
2. Requirement Engineering
3. System Analysis and Design
4. System Interface Design
5. System Build and Technical Notes
6. Test Strategy
7. Conclusion
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9. Appendix 1 – Project Timescales
10. Appendix 2 – Project Diary/Log