

Table 1: Revision History

<b>Date</b>	<b>Developer(s)</b>	<b>Change</b>
Date1	Name(s)	Description of changes
Date2	Name(s)	Description of changes
...	...	...

# Reflection Report on Chess Connect

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Put your introductory blurb here.

## 1 Project Overview

The Chess Connect project allows two users to play a game of chess on a physical board with the information being transmitted to an online web application over Bluetooth. Currently, there is no way for players to seamlessly switch between playing on a physical board and playing online, but Chess Connect intends to change this by creating a central platform that will provide flexibility and remove barriers for new players looking to learn the game.

[Summarize the original project goals and requirements —TPLT]

## 2 Key Accomplishments

[What went well? This can be what went well with the documentation, the coding, the project management, etc. —TPLT]

## 3 Key Problem Areas

[What went wrong? This can be what went wrong with the documentation, the technology, the coding, time management, etc. —TPLT]

## 4 What Would you Do Differently Next Time