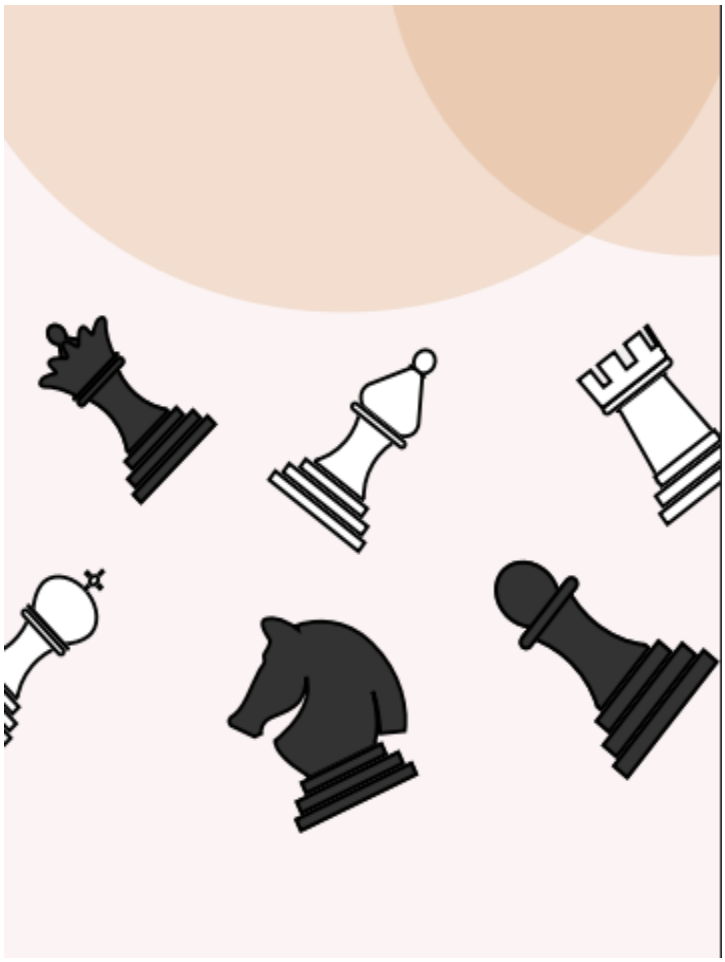


CHESSMASTER

TIMELESS BOARD GAME

BATCH 2 | TEAM 3 | BRIEF DESCRIPTION

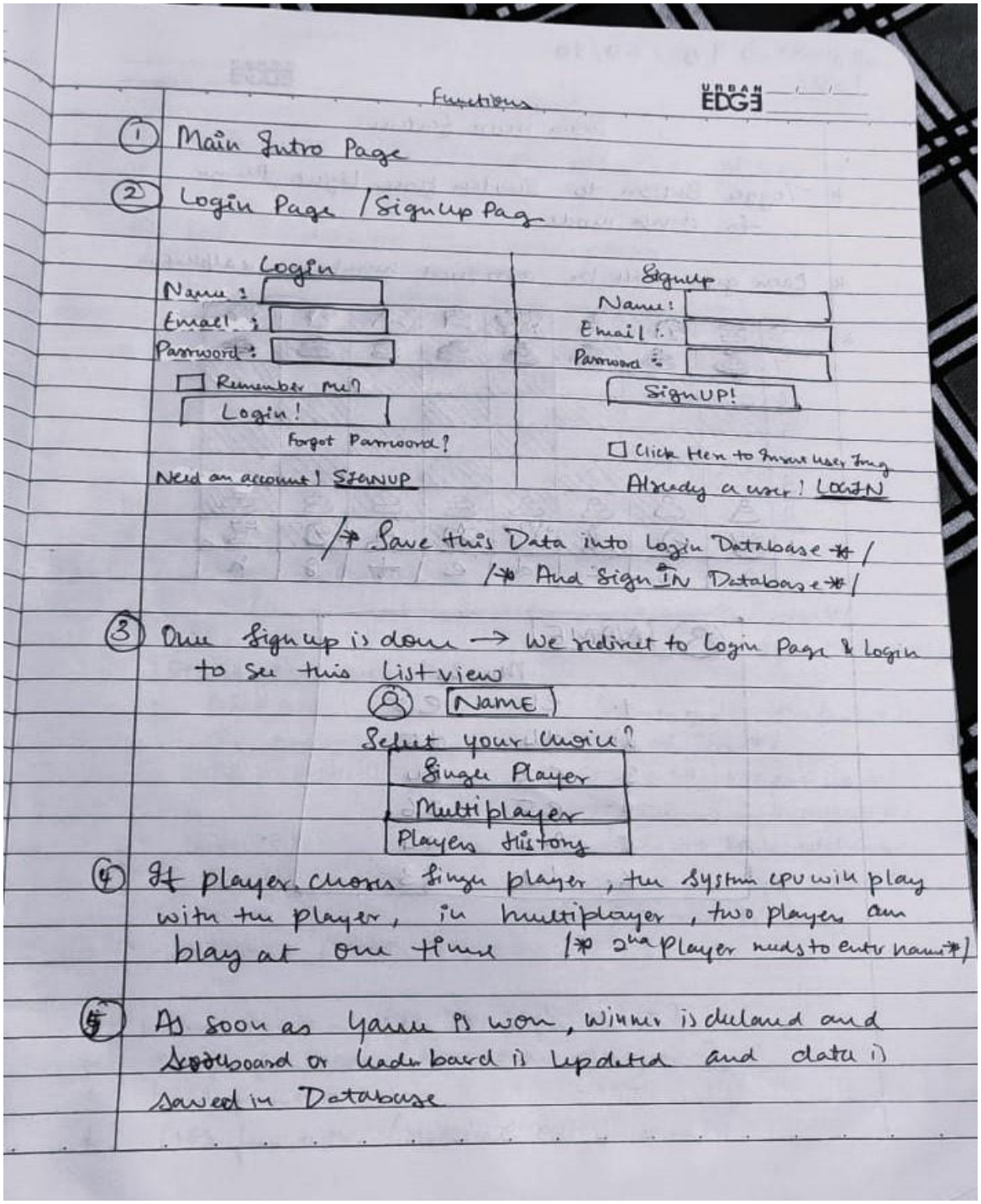
TEAM MEMBERS:

1. KAJAL U SUVARNA – 210970003
2. SAHAN C POOJARI – 210970005
3. THRUPTHI R DEVADIGA – 210970031
4. YASH SALIAN - 210970133
5. CHARITHA E – 210970136

BRIEF OF THE PROJECT:

- Main Introduction Page.
- Sign-up Page, Login Page, About Us Page.
- After the user is done with the signing up procedure, the user is re-directed to the login page, after logging in, they will be able to see the list of actions provided to further proceed like giving the opponent players name, choosing to set up a profile, history of games played, settings for the game, etc.
- As the user further progresses to play the game with the opponent, if the player/opponent, any chess piece reaches the end of the opposite another half, the result is declared and that person wins the game, hence leaderboard will be updated accordingly.
- The user can switch between light and dark theme modes as per their requirements.
- The chessboard will be assigned with numbers and alphabets to store the moves of the chess pieces.

PRESENTED REFERENCE:



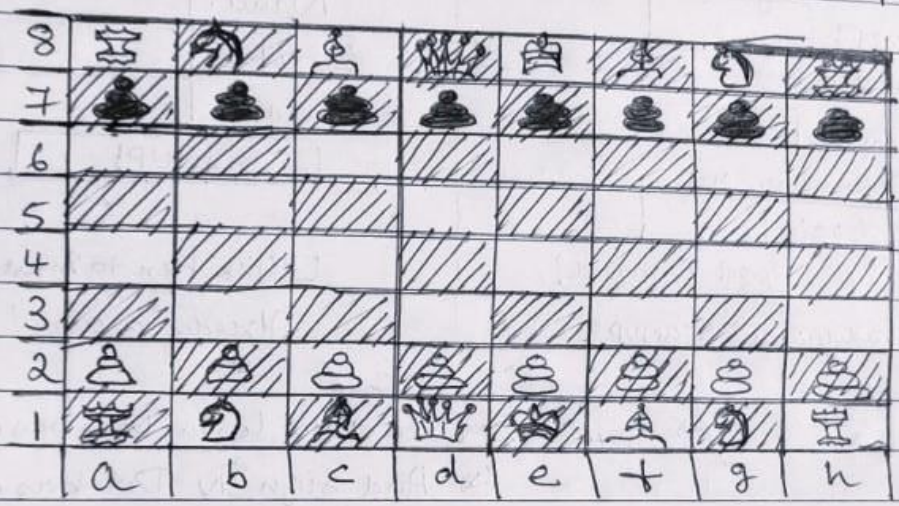
URBAN EDGE

Some more features

* Toggle Button to Switch from light theme to dark mode

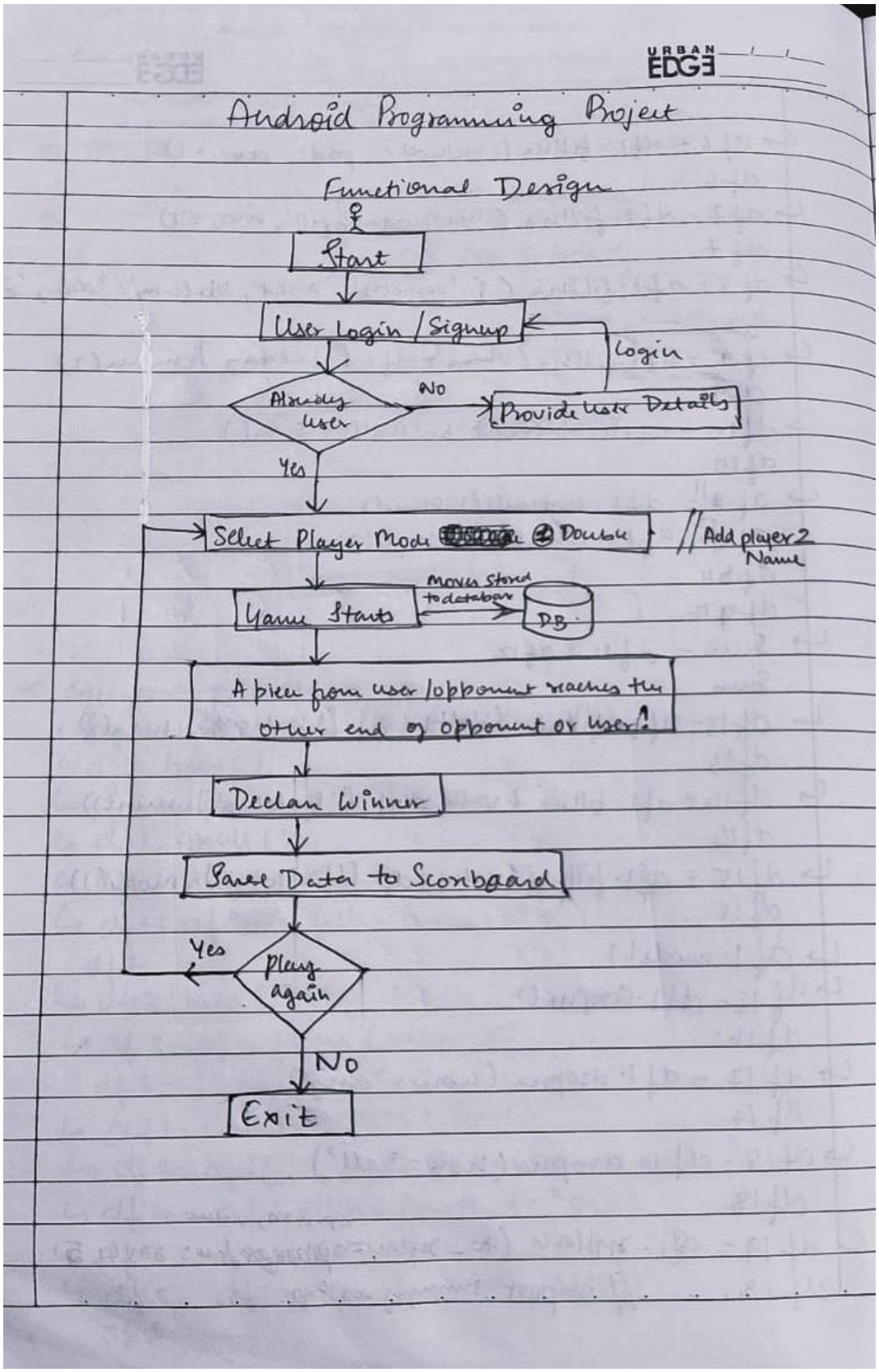
* Each grid will be assigned numbers and alphabets

*



NAME

	Moves	
1.	e4	e5
2.	d4	d5
3.	C3	B4
4.	e5	e6
5.	a3	a4
6.	fd	f3


URBAN EDGE
Android Programming Project
Functional Design
Start
User Login / Signup
Login
Already user
No
Provide User Details
Yes
Select Player Mode
2 Double
Add player 2 Name
Game Starts
Moves Stored to database
DB
A piece from user/opponent reaches the other end of opponent or user
Declare Winner
Saves Data to Scoreboard
Yes
Play again
No
Exit