

P2 Abstract

For P2, I'm planning to create a "how-to" guide on chess. I'm no expert at the game, but I've played for long enough to know how to get others involved in the game. On my website, I'll be sure to go through the basics of how each piece moves, the objective of the game, and maybe even some tips about how to win in the game. I want the guide to be both informative and approachable, ensuring that anyone with an interest in chess, whether they are completely new or have dabbled in the game, can follow along easily.

The layout of my website will use a repeatable container, one for each major step in learning to play the game. This approach will help keep the site organized and visually consistent, making it easier for users to navigate and absorb the information. My steps will begin by laying out the very basics of the game flow: it involves two players taking turns and moving a piece each time. Then, I'll dedicate each step to describing the basic rules about each piece. I plan to go piece by piece, starting with the simpler movements of pawns and rooks, before moving on to more complex pieces like the knight and bishop. I may need to follow this with additional special rules about castling or en passant, but I'll figure this out later. Castling and en passant can be tricky for beginners, so I might include those in a more advanced section. Finally, my steps will go through winning the game (i.e., what checkmate is). I'll explain the concept of check and checkmate in simple terms, making sure users understand that checkmate is when the opponent's king is trapped with no legal moves left to escape. I will probably end this section here, but I can add tips for how to win the game if I have enough time.

In terms of my design, I'm going for something high-class and old-school, yet modern. I want the site to feel elegant, almost like a vintage chess manual, but with a clean and modern user interface. For typography, my heading (title?) font captures the high-class part, lending a sense of sophistication and tradition. This font will give visitors the impression that chess is a timeless, intellectual game. The subheading font shows something that is both formal and modern, adding a contemporary flair that makes the site feel accessible and not too dated. I want this balance to be clear: a nod to the history of chess but presented in a modern way for today's audience. Finally, the font that I use for my body text is purely modern and meant to be readable. I've prioritized readability here because the most important thing is that users can easily understand the content and follow the guide without distractions or difficulty.

In conclusion, I'm creating a very basic guide on how to get started playing chess. My goal with my design is to be easy to understand while also being enjoyable to read through.