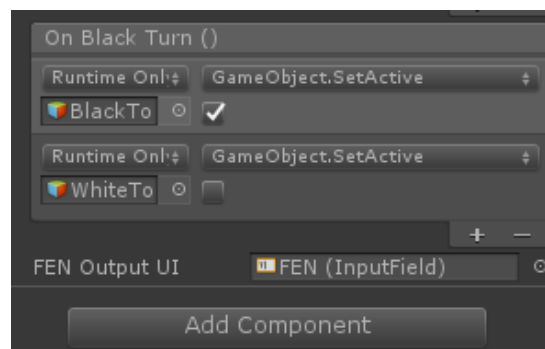
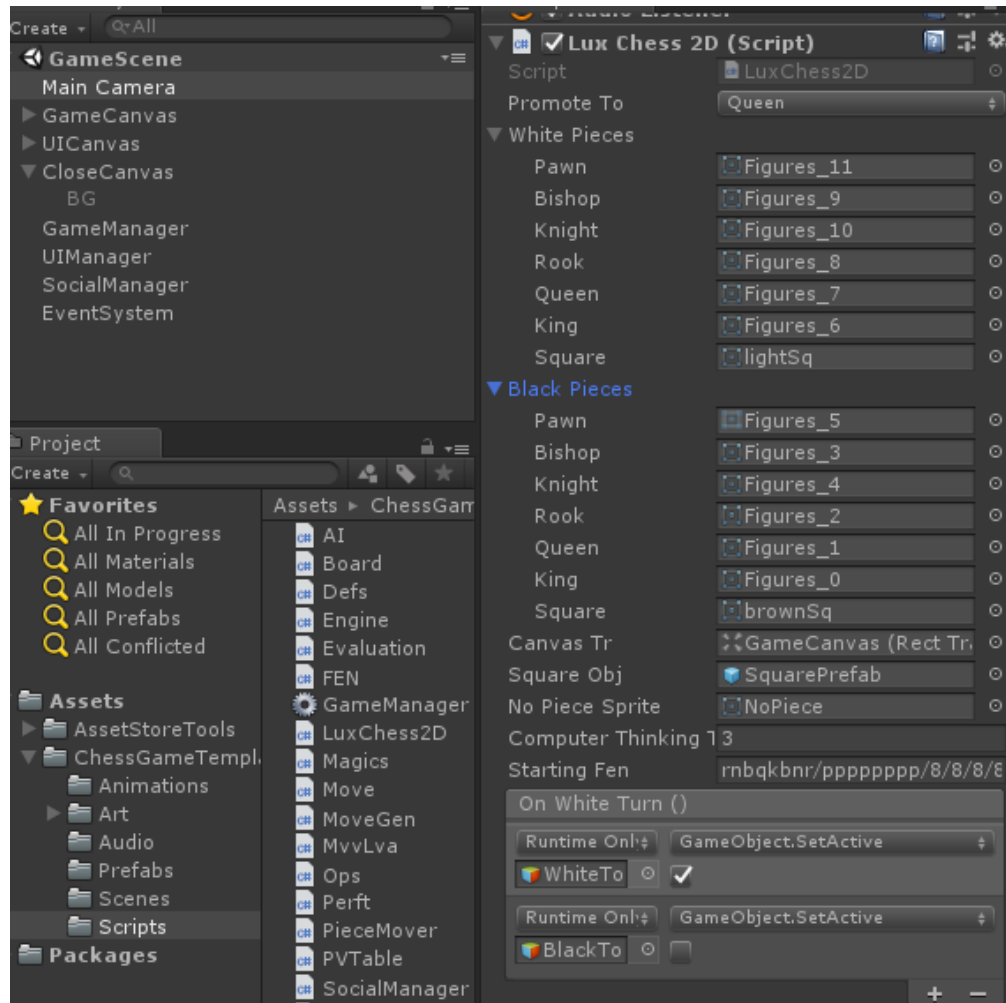


Chess Game Template Documentation

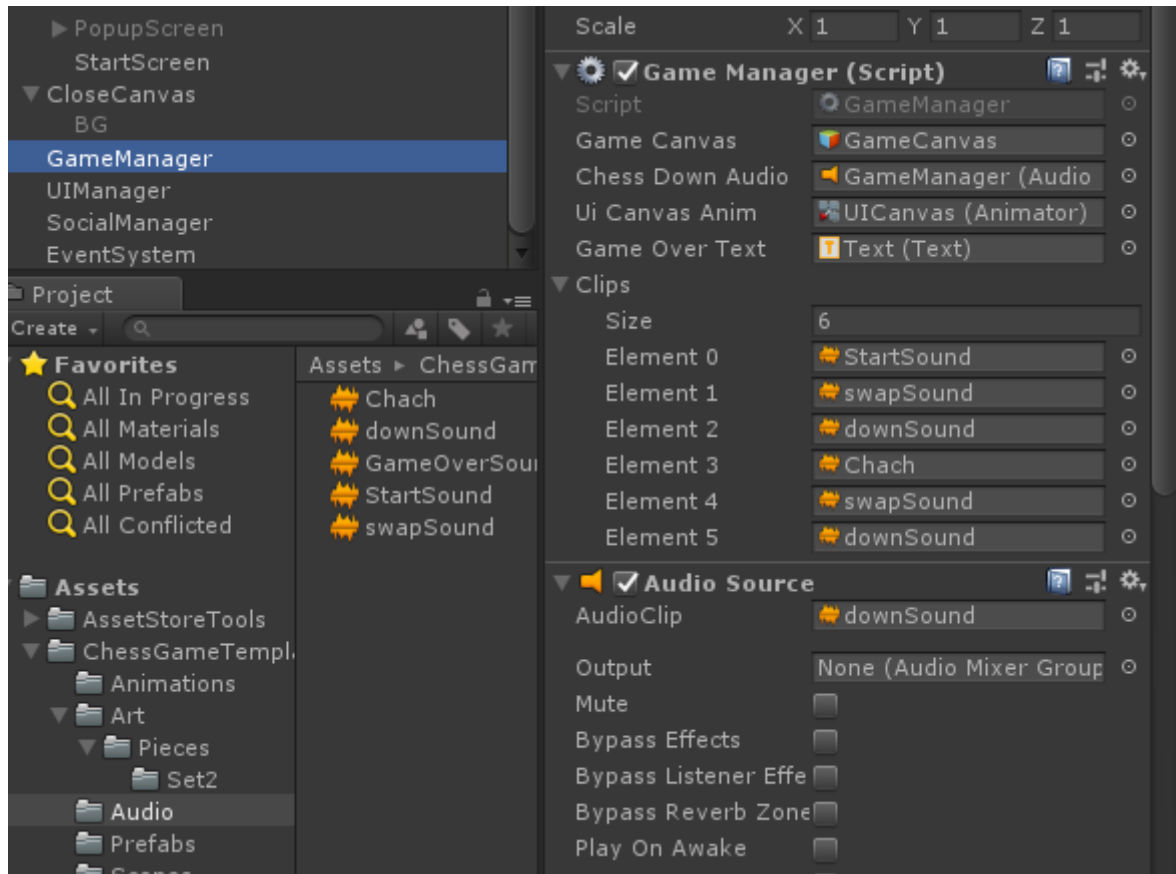


The main script is LuxChess2D.cs.



Here you must specify the sprites for chess, specify the prefab of the square (board cell), no piece sprite and indicate the time of the opponent's move. Also you must specify the images of the progress indication (White/Black Turn).

If you want to change the audio, do this in Game manager



Most of the important scripts have comments, so it will be easy to understand and, if necessary, make changes.

Have a good game!