

Build a chess game that is playable by two people.

Team requirements:

- Work as a team

Architecture requirements:

- Backend services in Groovy as a programming language
- Frontend using Javascript (normal JS without any framework is encouraged)
- Use the following git repository: <https://github.com/Margretor/ChessChallenge/>
- Have the possibility to have two players using two browser instances on the same machine (local environment)

Rules of the game can be found [here](#).

Expectations:

- ☐ As a player I want to play from a local environment with another player
- ☐ As a player I want to move pieces by drag and drop or similar mechanism (explain the chosen solution/implementation)
- ☐ As a player I can move pieces according to the rules
- ☐ As a player I have a limited amount of time to execute my move, if my time expires a random move will be chosen from a list of possible moves
- ☐ As a developer I need a pipeline in Jenkins to build/validate components
- ☐ As a developer I need a database where the gamestat is stored (SQL/No SQL)
- ☐ As a player I want basic validation (i.e two players cannot choose the black/white color at the same time)

Suggestions of implementations:

- Have a data structure to keep track of the gamestate in the backend
- Use either sockets or REST calls to execute moves - the later would be advisable
- <https://lichess.org/RSv5Tx7F> example of game - we don't need move history
- https://en.wikipedia.org/wiki/Chess_symbols_in_Unicode or any icon set is ok

Deadline:

3.03.2022

Type of approach:

Best effort

Project responsible:

Octavian Mihalache

Project proposal:

Alexandru Godri