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 to players using two browser instances on the same machine (local environment)

Rules of the game can be found [here](https://en.wikipedia.org/wiki/Rules_of_chess#Gameplay).

Expectations:

* As a player I want to play from a local environment with another player
* 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

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:

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