Description

Title – Chess

General Description

Aims -

1. Functional 2-player chess game
2. Functional main menu screen
3. Smooth user experience

Our ideal end goal would be to create a functional, easy to understand and fun chess game experience that involves two players. Furthermore, we aim to include operational chess pieces that move as intended reliably with if possible highlighted possible moves for every piece for beginner friendly experience. When a player tries to make a move that would be impossible to make regarding the rule set, our game should acknowledge the move and stop the player from making that move while also giving a prompt as to why that move cannot be made.

Hardware requirements:

1. Standard PC
2. Speakers
3. Monitor
4. Keyboard and mouse

Software requirements:

1. Latest package version of pygame
2. Latest version of python
3. Visual studio code
4. Latest Windows

Data storage:

Python handles the required data storage.

Language:

Python/pygame.

Interface:

Mouse/screen used to play; main menu will be added allowing the user to start/exit the game.

Life cycle model used:

We have decided to implement the RAD life cycle model for our project. The motive behind this decision stems from a simplicity standpoint. We want to make the life cycle model as simple and effective as possible to best explain our steps taken and reasoning behind it.

Risks and how we overcome:

The biggest risk we can encounter is our team not being experienced enough to handle the advanced logic required for this project. The way to counter this is by starting the project as soon as possible and working hard at getting proficient with the various coding methods needed to complete the task.

It's a possibility that some of our group might at some point become ill and therefore be unable to continue working at the standard rate. We are producing a WhatsApp group for communication to be proficient between us, and if something happens, we can be adequately prepared.