

# Start Document

---

## Chessn't

---

### [Start Document](#)

#### [Chessn't](#)

[Version](#)

[1. Group Roles](#)

[2. Application Description](#)

[3. Use Case Diagram](#)

[4. Mockup](#)

[Menu screen](#)

[Option screen](#)

[Game screen](#)

[5. UML](#)

[6. Planning](#)

[1st week](#)

[2nd week](#)

[3rd week](#)

[4th week](#)

[5th week](#)

[6th week](#)

[7th week](#)

[8th week](#)

[9th week](#)

[7. Features](#)

[7.1 Specifications](#)

[7.2 Moscow](#)

Must Have:

Should Have:

Could Have:

Will Not Have:

[7.3 Special moves from dice](#)

[References](#)

## Version

---

Version	Changes	Date
0.1.0	Creation of Start Document	31.01.2023
0.1.1	Added Idea and some mock up	06.02.2023
0.1.2	Added planning, Gantt chart, screen's description	08.02.2023
0.1.3	Added rule from dice, update Figma link	08.02.2023
0.1.2	Added Application description	09.02.2023

# 1. Group Roles

Tung Do Xuan - Front-End

Robin Michael Visser - Back-End

Sander Siemann - Back-End

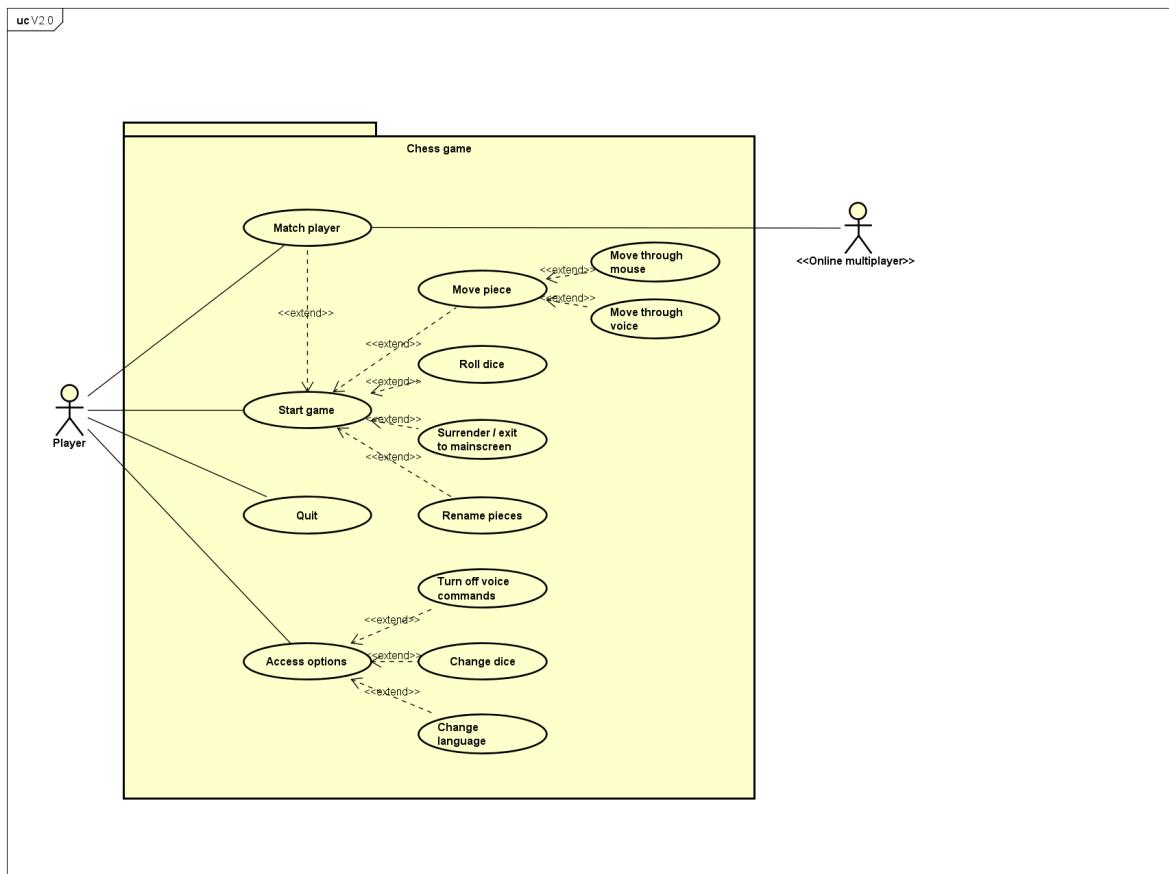
Levente Stieber - Front-End

## 2. Application Description

A group of student wants to play chess that is different from normal. Students want to play chess using voice commands and use a random set of rules through a DnD dice. User can use voice to move a piece (Ex. "D4 to F3") and also navigate through the application itself. User will be granted a dice roll randomly for his turn and receive a random rule from a set of special rules (**Chapter 7.3**).

The method that the application will be developed with is (MVVM) Model–View–ViewModel. this is a software architectural pattern that facilitates the separation of the development of the graphical user interface (the view).

## 3. Use Case Diagram



## 4. Mockup

---

The following are mockups for the application's main screens

### Menu screen

---

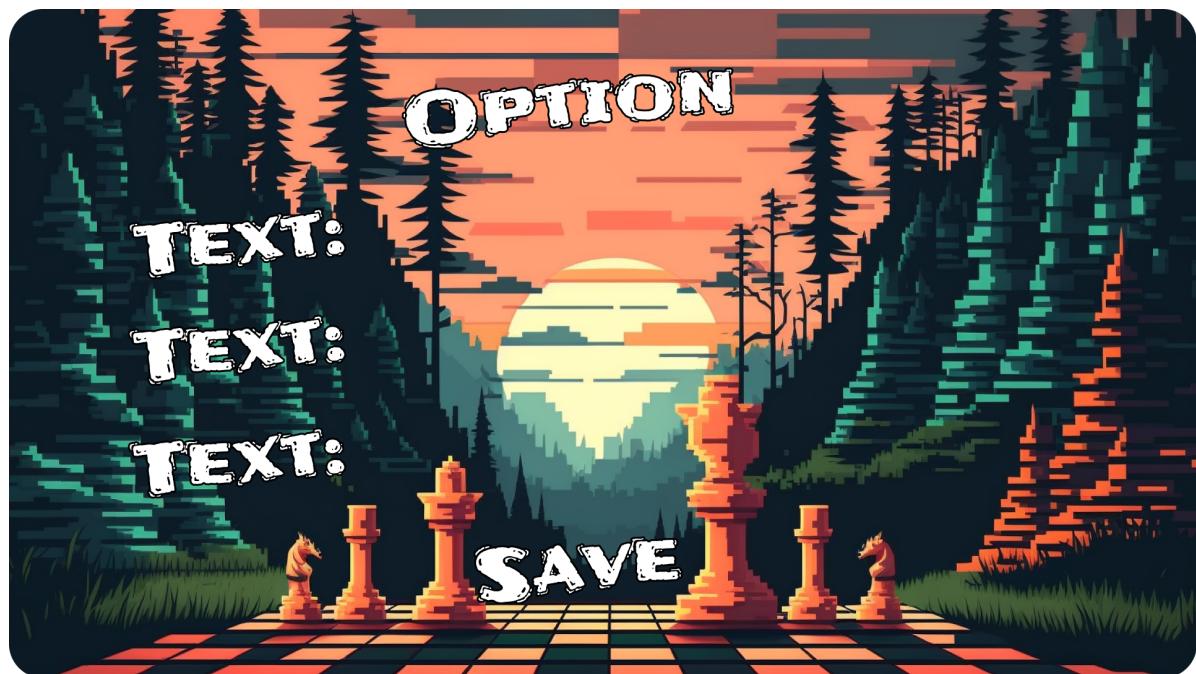
Main start screen with 3 options to proceed.



### Option screen

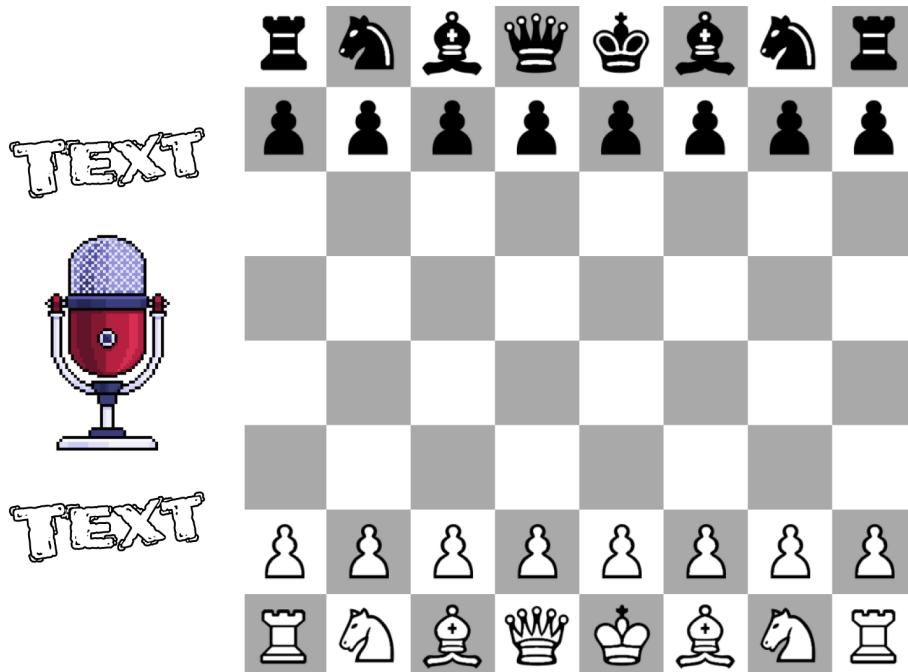
---

This screen would be used for changing dice and language.



# Game screen

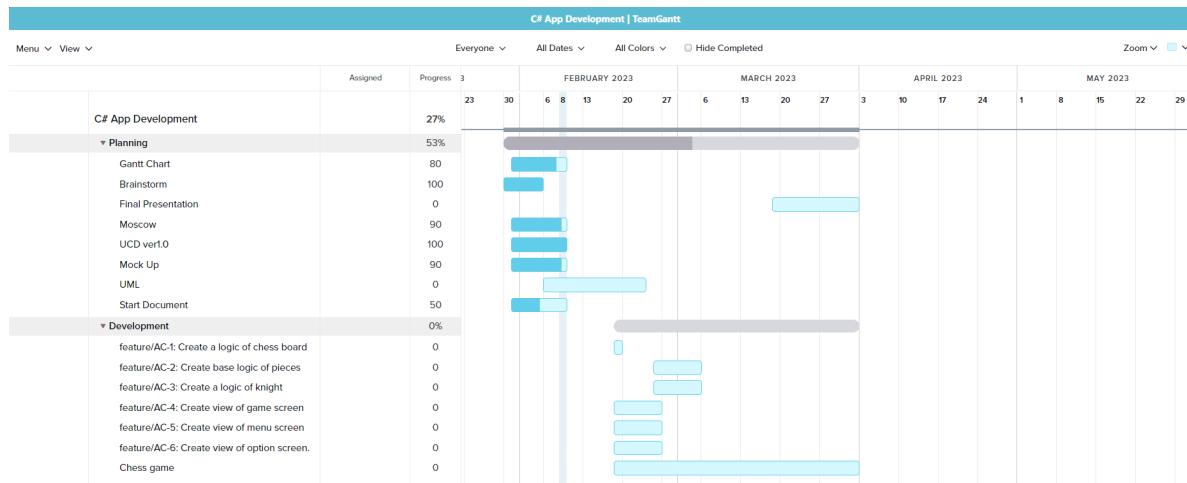
The game screen with chess pieces and microphone.



## 5. UML

(add image here)

## 6. Planning



### 1st week

Creation of start document and edition of start document, Separating group roles and tasks,  
Pitch idea to lecturers, Mock ups.

## 2nd week

Technical specification of project, start realization of project.  
Send start document to lecturers.

## 3rd week

Designing class diagram.  
Front-end: Splash Screen, Menu Screen, Option Screen, Game Screen.  
Back-end: Chess pieces logic, voice command logic, dice logic.

## 4th week

Class diagram to be sent to the lecturers  
Front-end: Connecting Views classes to ViewModel classes.  
Back-end: Connecting ViewModel classes to Model classes.

## 5th week

Front end: Loading bar Splash Screen, connecting Splash Screen to Menu Screen,  
Animation chess movement  
Back end: Dice rules for chess pieces

## 6th week

Front end: to be updated  
Back end: to be updated

## 7th week

Finalization stage: Completing last steps of the application.

## 8th week

Testing phase, Preparing presentation

## 9th week

Presentation

## 7. Features

---

The Moscow method was used for this project to separate the various functionalities and determine which were more important than others. We used the Moscow method to separate the various functionalities within the various priorities.

This is what we came up with after conducting research and considering various functionalities:

### 7.1 Specifications

1. C# .NET 6.
2. Framework Monogame.
3. MVVM pattern.

### 7.2 Moscow

#### Must Have:

- Receiving input from user and parsing to the application.(Mouse input)
- Normal chess board with working chess pieces.
- Voice commands to move chess pieces. (Ex: "D4 move to F2")
- Animation for chess piece movement.
- 1 vs 1 locally from one computer.
- DnD dice to change the rule from classic one (Ex: D20 ICOSAHEDRON dice lands on 18, the game will loop 18 alive pieces from the user thus choosing the piece that would have special ability, that piece is now granted a special move to a random empty tile)
- Menu screen
- Option screen
- Game screen

#### Should Have:

- Voice command to navigate through game.
- Quit the game.

#### Could Have:

- Online multiplayer through different computer.
- Scoreboard records win/loss from different user.
- Playing against computer.
- Different chess piece capture animation.
- Voice command: Rename pieces.
- Different DnD dice options.
- Different language option (E.g. Dutch, English)

#### Will Not Have:

- Tournaments
- Web hosting

## 7.3 Special moves from dice

- Chess piece moves to a random empty tile.
- Chess piece moves twice in one turn.
- Chess pieces exchanges base case rules. (E.g. Queen gets Knight's move)
- Player loses turn.

## References

---

This APA references were used in the research and planning phase of the application.

- (1): *Chessn't*. (2023.February 8). Figma. <https://www.figma.com/file/d8h389V2wOFLojXXa27HPr/Chessn't?node-id=0:1>
- (2): *D&D Dice Explained*. (2023.February 7). Die Hard Dice Store. <https://www.dieharddice.com/pages/dnd-dice-explained>
- (3): Wikipedia contributors. (2023, February 7). *Model-view-viewmodel*. Wikipedia. <https://en.wikipedia.org/wiki/Model%E2%80%93view%E2%80%93viewmodel>