

PROJECT NAME: “CHESS GAME”.

CSE-299 (JUNIOR DESIGN).

SECTION-01.

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GROUP #10.

PROJECT TITLE:

“CHESS GAME”

INTRODUCTION:

This project is mainly a Chess Game. 2 players can play together this game as it is an online game, so both players need to have internet connections. There will be all possible suggestions for each and every move so that players will find easy to play the game. There will be a brief introduction for the players (specially for the beginners) that how to play the game. This game will follow all the real life chess rules that will give the real flavor of playing this online chess game. This will be a web base application that people will be able to play the game online.

RULES:

All the rules which are globally recognized for the chess game will be implemented in it. There will be a details of all the rules so that people can easily remove their confusion about any kind of rules. Moreover, beginners will be helped the most to read the details.

SUGGESTIONS:

At the time of playing, there will be automatic suggestions for all the possible moves that must be very helpful for the players, especially for the new comers who can’t guess the possible moves very easily.

NECESSARY THING TO PLAY:

As it will be an online game, so that internet connections are required for both the players who will be playing the game. If somehow internet connection gets disconnected, then the game will be ended immediately.

TOOLS WHAT WILL BE USED:

1. Java

BUSINESS PLANS:

Sometimes there may have some competitive or league type gaming competition where people will do registration to participate in the gaming competition. May be there will be a little amount of registration charge as a fee and price money will be provided by the authority of the competition.

SCORING:

We will try to store the score after every match. That will classify the players level as which level player ( BEGINNERS, ADVANCED OR PRO ) players are indeed, and players will try to make them pro.