

## **Project Proposal**

**Team Number:** 012-06

**Team Name:** T6

### **Team Members:**

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**Application Name:** Deco Chess

**Application Description:** We want to create a chess-playing website with multiple parts: a daily chess puzzle, playing against chess AIs, playing against another user. For this website, users create an account and start out with zero chess points. They can gain chess points from solving the daily puzzle, solving other chess puzzles, and by making 'smart' moves against the AI. We will decide how good a move is and how many points it is worth by ranking the move with our AI. As you earn points, you can unlock skins for your chess pieces. If you win a game, you gain a loot box where you are given a random skin. We will also have a leaderboard that lists the users with the highest points in a table.

**Vision Statement:** "Bringing creativity and style to chess"

**Version Control:** <https://github.com/Pandabear1125/T6>

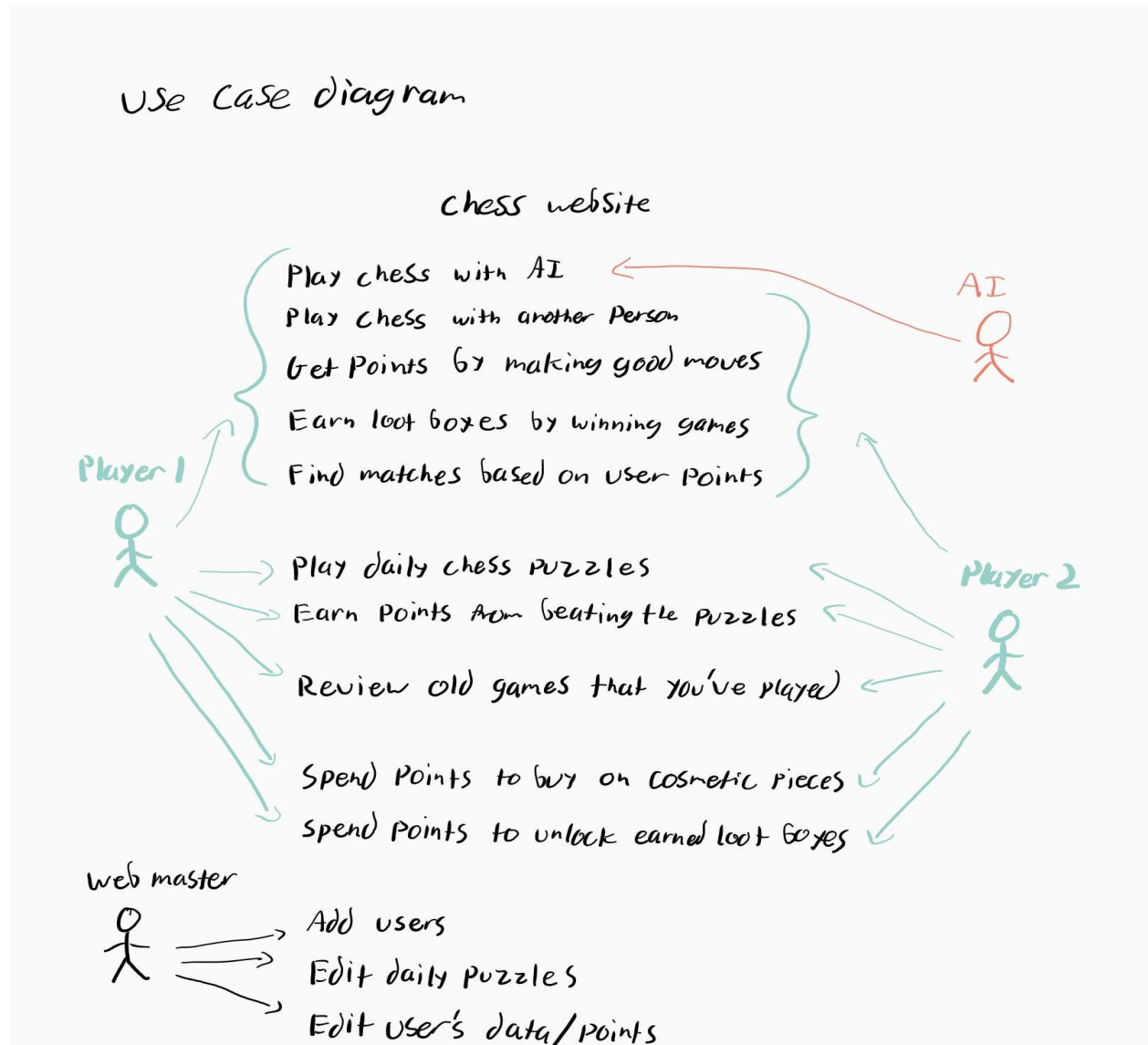
**Development Methodology:** To track our progress, we will use agile project management in GitHub. We plan to make a GitHub project board. We will assign tasks and divy up work. We will use the timeline feature to make note of deadlines and work to be done.

**Communication Plan:** We have created a Discord group to talk about any project updates or concerns. We have created different channels for discussion so that we can stay organized. If people can't be immediately reached through Discord, we have phone numbers as a back-up.

### **Meeting Plan:**

- Team meetings: Mondays at 2pm, Modality: In-Person
- Weekly meeting with TA: Tuesdays at 5pm, Modality: Video Chat

## Use Case Diagram:



## Wireframes:

Figma Link:

<https://www.figma.com/file/LhKSdXfUocCZfQVAgygkX7/Wireframe-for-SoftDev-Project?type=design&node-id=0%3A1&mode=design&t=oYFKJ6rUmPmWBZ3Z-1>

(NOT interactive, just low-fidelity visual)

