**Chess Game using openGL programming C++**

**Instructions for project Successful Execution:**

**Introduction:**

**This is a simple implementation of the classic game of chess using the OpenGL graphics library and the C++ programming language. The game features a fully interactive 3D board and pieces, and allows two players to compete against each other on a virtual chessboard**

**Installation Instructions:**

1. **Linux: Install OpenGL Library**

**Install the Mesa library by running the command "sudo apt-get install mesa-common-dev"**

**Install the GLFW library by running the command "sudo apt-get install libglfw3-dev"**

**Install the GLEW library by running the command "sudo apt-get install libglew-dev"**

1. **Clone Github repository**

[**https://github.com/RahulM4/CHESS-GAME-USING-OPENGL**](https://github.com/RahulM4/CHESS-GAME-USING-OPENGL)

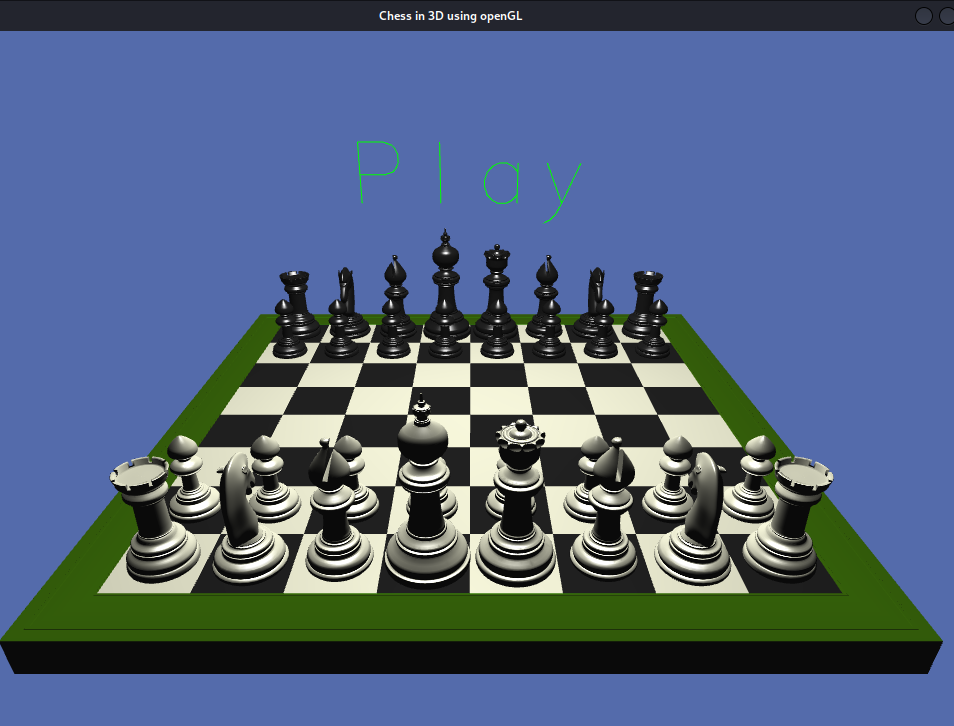
1. **How to Run**

**Use ‘’make’’ command to compile the source program**

**Use ./chess to start the game**

1. **Usage**
2. **Use click on piece to select particular piece click the location cell where you wish to move,**

**# Screenshots**

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