**Bilkent University**

Department of Computer Engineering

CS 319- Object Oriented Software Engineering   
Quantum Chess

Incredible in Thought

**Final Report**

Group 2A

November 4, 2017

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What we have learnt:

We choose this project to learn more about Quantum Chess, design it and develop this game for people who are curious about chess game. When we design this game we learn a lot of thing about Object Oriented Software Engineering. As a team what we learnt listed below:

* Our group members understand that group projects can promote important intellectual and social skills and help to prepare us for a work world in which teamwork are increasingly the norm.
* We understand that after graduating what we can do in our field.
* This project was a good chance to improve our Object-Oriented skills and all of the group members benefit from this chance to improve their skills
* We develop program in Intellij Idea it means that we improve our coding and using IDE skills
* We understand the concept behind MVC and the advantages it offers.
* Our group members improved their algorithms when we try to implement “Quantum Tunneling”, “Quantum Superposition” and “Quantum Entanglement”.