**Bilkent University**

Department of Computer Engineering

CS 319- Object Oriented Software Engineering   
Quantum Chess

Incredible in Thought

**Final Report**

Group 2A

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Contents

[1. Implementation Done & User Guide 3](#_Toc495173620)

[2. Change In The Design 3](#_Toc495173621)

[3. What to Do Next 5](#_Toc495173626)

[4. Conclusion 7](#_Toc495173630)

# 3. What to Do Next

* **Implementation of players:**

Player class does not included the implementation yet. It is planned to implement the chess game without quantum powerups and players in the first iteration and after implement the parts which are specific to the QuantumChessGame.

* **Implementation of QuantumPowerUps**:

Since the game does not have player at this moment, QuantumPowerUps, which are belonging to players, are not implemented yet. However, movements regarding to the powerups are considered for the implementation. Therefore, powerups are considered at the backend operations but not implemented at the front-end.

* **Game Screens:**

We are currently working on the game screens and their intent with controllers. Main menu, game play menu, help menu and credits menu will be implemented after the first iteration. The most difficult part of the game play menu, board, is implemented in the first iteration.