Software Design Document

Christopher Xi

(your name here)

(your name here)

(your name here)

(your name here)

(your name here)

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Revision 0

Revisions

0 (2020/01/28): a wild design document has been created

1 (xxxx/xx/xx):

Contents

1. 1 Introduction
   1. Purpose

The purpose of this document is to describe the implementation of the Chess game.

* 1. Scope

This document will include the implementations detail of the Chess game. It will have three two major functions: play with other players via internet, play with AI.

* 1. Definitions

AI: Artificial Intelligence, in this game it’s a bunch of algorithm that controls the computer to move the chess on the board.

Room: A room can be created by any player. A room allows a maximum of 2 (two) players to play a game of chess. Internet connection is required to use this function.

1. Design Overview
   1. Description of Problem

It looks like we have many free times after class. And we get boring sometimes. That’s why we need a way to play chess online, since many of us are too lazy to go outdoors and play chess face to face.

So we made this chess game. Hopefully it works.

* 1. Technologies used

Java

* 1. System Architecture

Menu: a menu. You can do many things here.

Change settings: enable or disable sound effects.

Login/Logoff/Register: in order to play online you need an account.

Single player: play with AI. You can choose hard, very hard or very very hard difficulty.

Multiplayer: play online.

* 1. system operation

**UNDEFINED**

1. Requirements Traceability

**UNDEFINED**

The rest part of the design document has not arrived yet.