Charter

Members: Sam Zhou (tz66), Max Jiang (qj46), Riley Niu (hn263), Ke Huang (kh527)

1. Regular Meetings

We will hold regular team meeting for one hour on Tuesday and Thursday at 4:30 pm in Upson at this point. The meeting time and frequency is subjected to change in the future as the project progresses.

2. System Proposal

We want to build a system developed around the classic chess game. However, we decide to extend aggressively beyond the barebone feature to include advanced features including:

- Chess AI
  - The AI can handle the user's move with reasonable cleverness. We want to do much better than randomly select legal moves.
  - The user should be able to choose the thinking time of the AI (or use "easy", "normal", "hard" mode to do something equivalent to that)
- Online Competition Platform
  - The user should be able to compete both against AI, a friend on a local machine or an unknown guy from 1000 miles away.
  - We will probably use elo rating system to rate user's performance in online matches.
  - We will support both timed games and casual games.
- CLI and GUI
  - The CLI allows user (usually developer) to play the game at an early stage of the game.
  - The GUI allows user to move things easily and operate the games intuitively.