Bad Chess Game Design Document

Team Members:

* David Doria

Goals:

* Make a chess game with rng elements to it. Events will happen often, which will change the course and occasionally, the rules of the game
* Drag and drop chess pieces
* Local multiplayer (2 players)
* Main menu with working options menu
* Learn JavaFX

Stretch Goals:

* Custom Sprites
* Animations for the chess pieces when events happen
* Online multiplayer

Timeframe and Milestones:

* Goals complete by November 2020.
* First two stretch goals complete by December 2020.
* Online Multiplayer complete by February 2021
* Milestones:
  + Saturday September 12th
    - Design Documents complete
    - Unit testing thought about/complete
    - Game Engine/subclasses stubbed out
    - Started Game Engine/Subclasses
  + Saturday September 26th
    - Game Engine Complete
    - Main gameplay background/graphics on screen
    - Can move a piece around
  + Saturday October 10th