# **NEA Project Analysis**

I will be making a website where you can play chess against either a chess engine or local multiplayer with timer and difficulty settings available as well as choosing colour. I researched existing projects such as VueChess, PyChess, SunFish and Python-Chess for this project.

I am making this program for regular chess players, so they can improve their skills against an engine which is suited for their level. I’m going to be working with the chess club in our school for their feedback throughout this project.

## **Objectives:**

1. It should have a home screen with a working 1 player button and a working 2 player button.
2. 1 player should have an option of low, medium and high difficulty
3. All the chess pieces should behave as the rules are set
4. The user should be able to click the chess piece they want to move and click where they want to move it
5. It should show the user where the selected chess piece is able to move and limit the movement of the chess piece only to those tiles
6. For 1 player add a hint button which shows the recommended move by the chess engine
7. For the multiplayer have a blitz, a rapid, a normal and a none time control options
8. Have options to customize the chess pieces and the board