

Team 02

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Milestone 2

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Wire Frames

LOBBY

CHESS

HELP

SIGN IN

REGISTER

LOGOUT

User1: aaaaaa1:00pm

User2: bbbbbb1:00pm

User3: ccccc1:00pm

User4: ddddd1:00pm

User5: eeeee1:00pm

User6: fffff1:00pm

User7: ggggg1:00pm

User8: hhhhh1:00pm

User9: iiiii1:00pm

Match 1: User11/2

Match 2: User22/2

Match 3: User31/2

Match 4: User41/2

←

→

CREATE GAME

Typing...!

CHAT

GAME SCREEN

CHESS

HELP

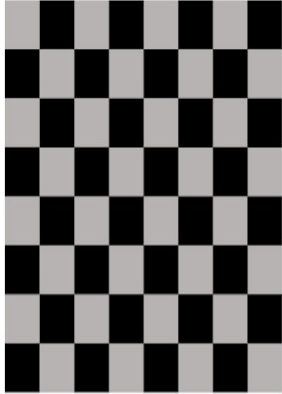
LOBBY

LOGOUT

3:05

MOVE LIST

LEAVE GAME



user1: nice play

user2: gg

CHAT

LOGIN - REGISTER

CHESS

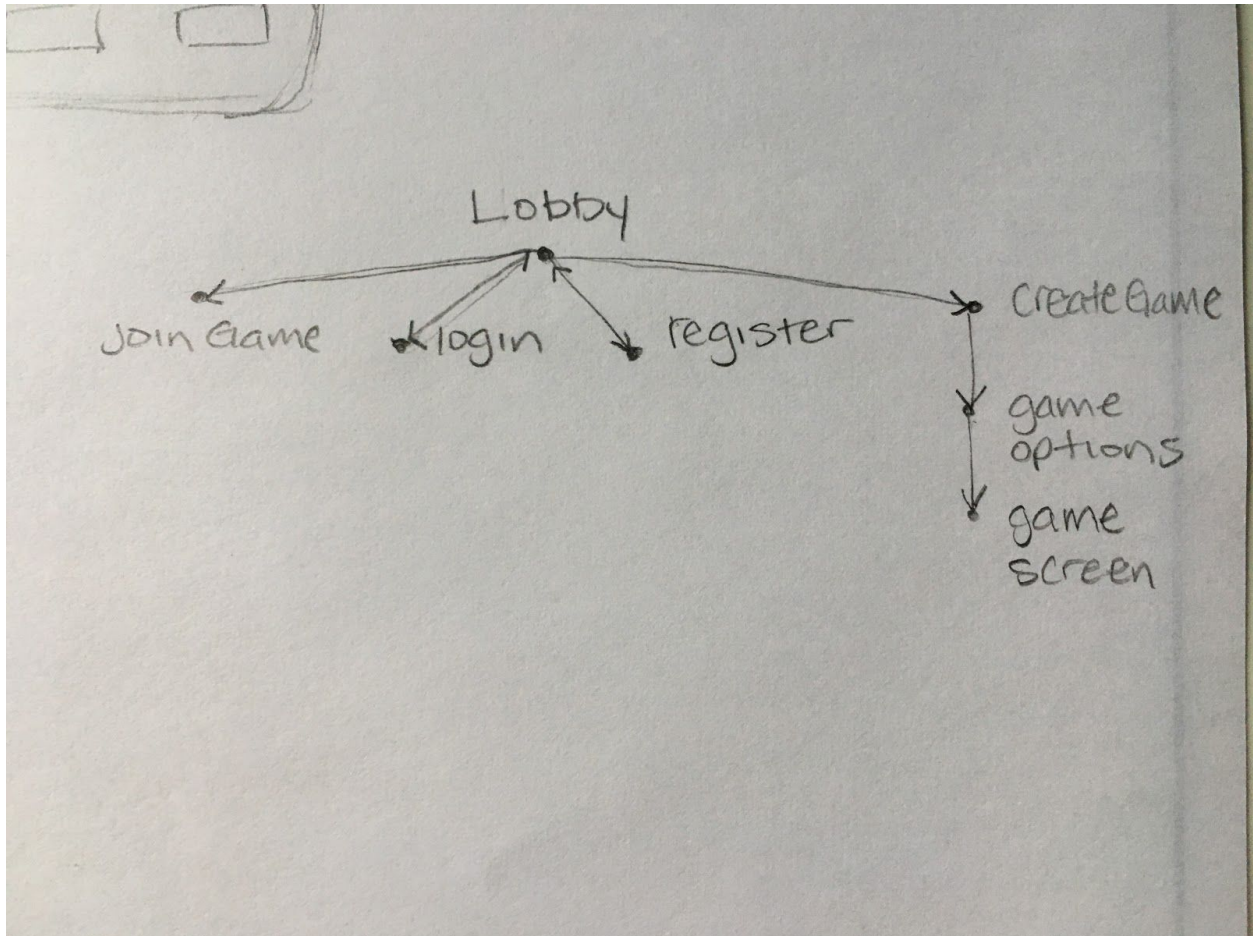
username

password

register

login

Site Map

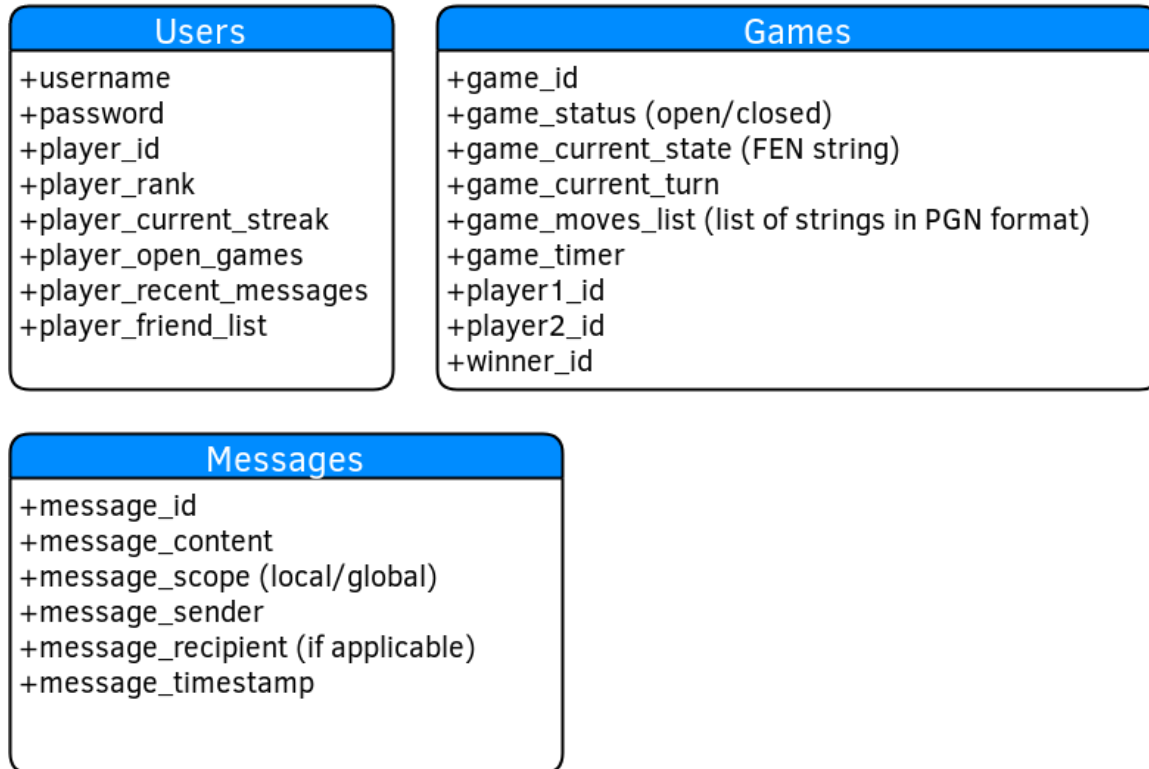


Install technology

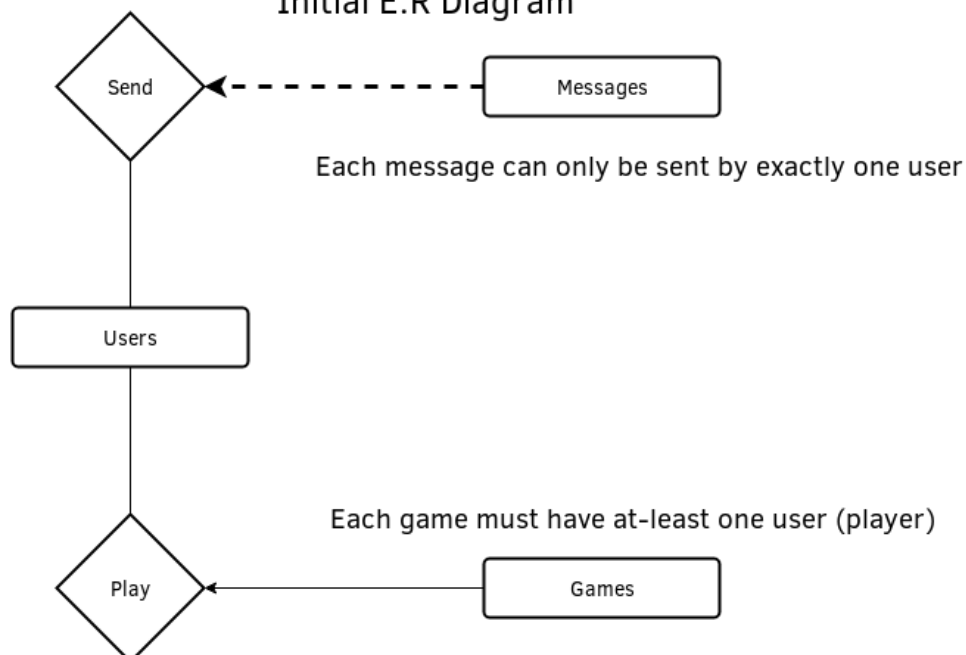
- Server Provider: AWS EC2 instance (Elastic Compute Cloud)
- Web Server: NGINX v1.14.2
- Server Side Language: JS v1.8.5
- Framework: Express v4.16.4
- Frontend Technologies: Bootstrap v4.3 , React v16.8.2
- Link to Page: <http://13.57.235.101/>

Database Entities

Entities



Initial E.R Diagram



Features

Priority 1

1. Chess

- 2D game of chess between 2 players.

2. Global Chat

- Chat room available to all registered users on the platform.

3. Local Chat

- Chat room between 2 playing a match with one another.

4. Timed Games

- When creating a game users are able to define how much time is allowed per turn.

5. Login/ Registrations

- Unregistered users are able to register, login + log off

6. Rejoin match

7. Notifications

- Notify users whenever it's their turn to make a move.

8. Surrender

- Users are able to surrender to their opponent at any stage of the game.

9. Lobby

- View active, open, and inactive games.

Priority 2

1. Leaderboards / ELO

- Users will be given an overall numerical rating based on the wins and losses.

2. Notifications

- Notify users whenever it's their turn to make a move.

Add confirm move, reject move check for moves

Change game moves to FEN string

Smash Sign In, Register and Sign Out buttons together

Chat last