Project Proposal

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This project will be a minimalist chess puzzle game with a focus on mate-in-one problems. Now to be clear I am not talking about creating a chess engine in which the user can play against a computer (as that is outside of the scope of this project); instead this will be a selection of mate-in-ones which have a single correct answer to the problem. I wanting there to be at least 100 different problems for the player to solve, most of which coming from famous grandmaster level games. So the user will be presented with the board one move before the end of the game, and the user must play the correct move or try again.