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Title: Chess Xpress

Description: This project will attempt to create a graphical implementation of the classic game of Chess. This implementation will allow two players to play and take turns, ending in either a tie or one player winning. The board and pieces will be a 2d representation of the board, with players able to click to move pieces.

Intended platform/ environment: Java

Programming Languages:

	Tyler Tafoya	Mitch Zinser	Anna Yudina	Elanor Hoak
Java	OK	OK	OK	OK
Python	Good	Good	Good	Good
C++ (OpenGL)	Good	Meh	OK	Good

Functionality:

- Two users can play chess
- Each player can take turns making moves
- System will implement full game logic
- Pieces are implemented as objects
- Board is implemented as an object
- User can change settings such as color

Optional (Time-permitting)

- 3D graphics
- User can toggle 2D and 3D (time-permitting)
- Improve Deep Blue and still beat it