**Project Specification**

**Steem Chess**

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Github: <https://github.com/WarrenDevonshire/Steem-Chess>

Slack: <https://seniorproject-xey2526.slack.com/>

**Project Summary:**

The purpose of our project is to create a chess client for the Steem blockchain. This client will allow users to interact with the Steem blockchain in order to blog content related to chess, as well as read articles and tutorials created by other users. This will allow users to further socialize by playing chess. This client’s integration with the Steem blockchain will allow all users who actively produce valuable content to earn Steem cryptocurrency.

**Project Goals:**

Add value to the Steem ecosystem by allowing users on Steem to socialize using chess as a medium.

Create a functional Chess client with matchmaking using the Steem blockchain as a backend.

Create a game network for social media content related to chess on the Steem blockchain.

**Product Features:**

Browser-based client: The game and social network will be accessible through an internet browser.

Chess game: Users will be able to play a game of chess that functions as expected using an intuitive interface.

Login through Steem accounts: The game network will use Steem accounts for users of the network.

Peer-to-peer multiplayer networking: The game will have multiplayer functionality so that users can play against each other.

Matchmaking/leaderboards: The game will have user rankings and global leaderboards that will allow users of similar skill to be matched to play against each other and view the top ranking players.

Social media content: The social media portion of the network will allow users to share relevant content and react to content posted by other users.

Rewards for producing content: Users of the game network will be able to earn revenue for producing quality content as voted upon by other members of the network by using the Steem cryptocurrency system.

Replays: The game will include a replay feature that allows details of a match to be stored and distributed/posted across the network for other users to view and react to.

**Limitations:**

The game network cannot guarantee that users will earn revenue from the content that they post.

All interactions between users will be reliant on the Steem blockchain, thus network speeds and uptime cannot be guaranteed.

**Stretch Goals:**

Payment system/monetization (skins/animations): Users will have the ability to purchase “upgrades” to their game such as different skins or animations for their pieces. These “upgrades” will be considered scarce digital assets and have unique blockchain ID’s.

Tournament organization/management: Users will have the ability to schedule, configure, and participate in chess tournaments.

AI player: The game will include a mode in which the user can play against a computer opponent of varying difficulty levels.