A Mid-Term Progress Report

On

CHESS: THE ROYAL BATTLE

Submitted in partial fulfillment of the requirements for the award of the degree of

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In

Computer Science And Engineering

Submitted by:-

Aman Chauhan   Aryan Maheshwari   Gurjeet Singh Tatla

(1805158)   (1805163)   (1805174)

Guru Nanak Dev Engineering College

Ludhiana - 141006

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1. Introduction

Chess is a two-player game, called White and Black. The goal is to seize the king of your adversary. In the game, this is known as checkmate.Chess is played on a board with 64 squares. Each player starts with 16 pieces, lined up top with two lines. The first row is made up of pieces

called pawn. Next the row contains: king, queen, two rooks, two bishops, and two knights. Chess

is described as a "complete knowledge" game, because both players are know the whole state of

the game world at all times: just by looking on the board, you can see which pieces are alive and

where they are found. Throughout the game theory analysis, however, human players see chess

in terms of Strategies and thinking. The player's ability to win in chess it requires a certain level

of intellectual ability. One has to "see" what is happening what a moving opponent says in terms

of a particular strategy, usually part of a long-term strategy for victory. Chess is one of the most

popular board games because it has many benefits to playing - Improves memory.

Increases intelligence.

Deepens focus.

Elevates creativity.

Boosts planning skills.

1.1 Technology Used

Unreal Engine is used for developing graphical chess. This project comes under the field of game

development.

1.2 Objectives

● To create an environment for the chess game
● To add the conditional statements to allow Chess piece movement
● To add graphical models and complete chess board
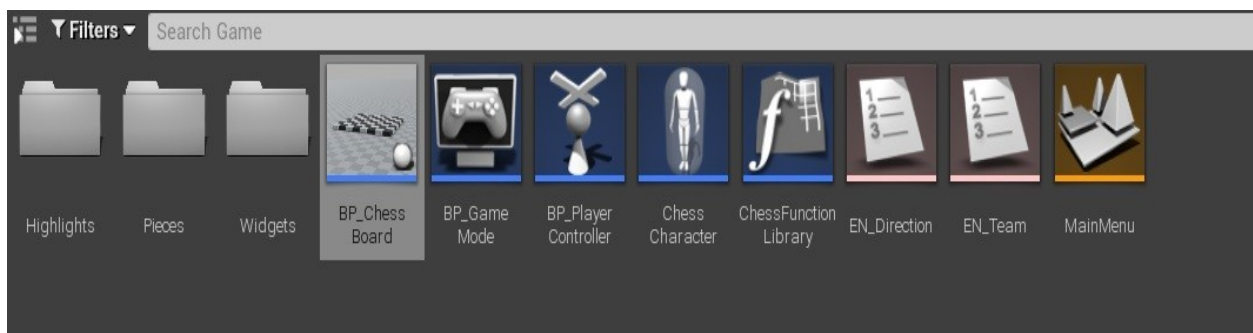
2. System Requirements

we can say that it is a combination of software and hardware requirements. For this project we need hardware configuration like:

- Processor - intel i5 or greater (or similar to this)

- Ram - 8gb or greater

- Graphic Card - Nvidia GTX with Vram 4gb or greater (or similar)

- Storage - 1TB or greater

Software configuration includes:

- Epic Game Launcher

- Unreal Engine 4 or greater

3. Coding/Core Module :-

Fig 1:- Components

Fig 2:- Spawn Piece Function

Fig 3:- On Board Function
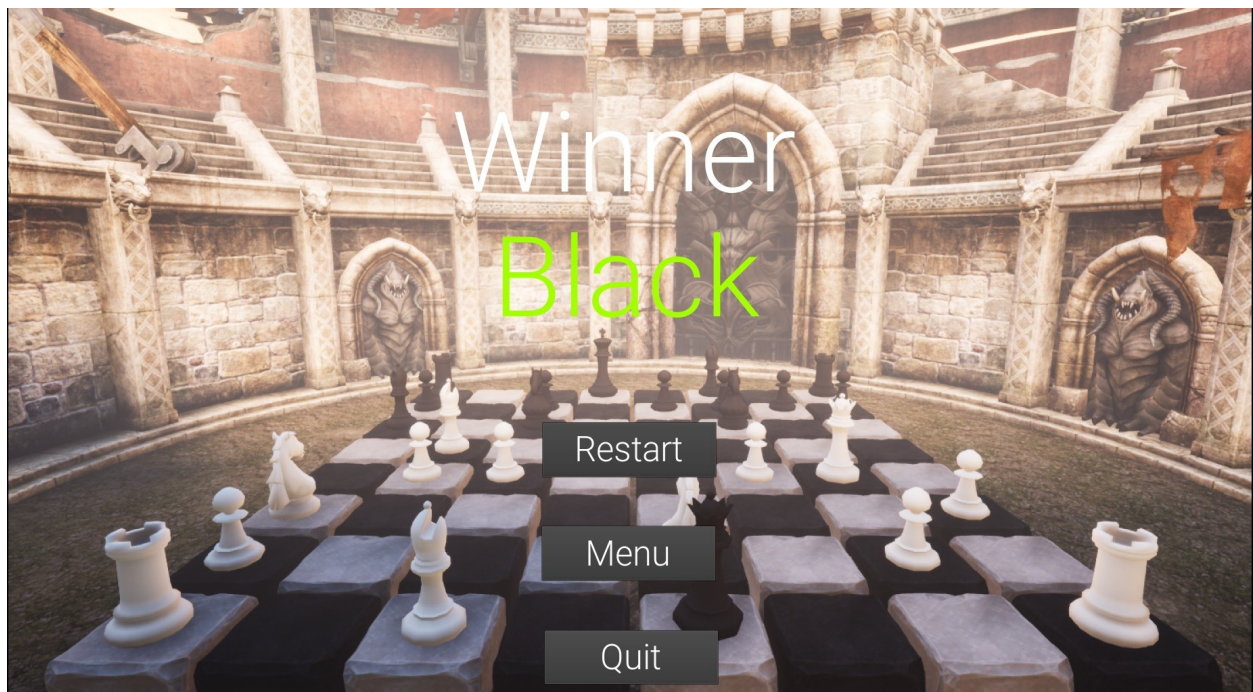

Fig 4:- Combining Functions

4. Performance of the project developed

The foundation of the game works as expected. The environment has been created as well as the basic chessboard as well as pieces. Moves can be performed by the chess pieces as they are supposed to.

5. Output

6. References

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3. https://en.m.wikipedia.org/wiki/Game_engine

4. https://www.chess.com/terms/chess-pieces