

**PROJECT REPORT REVIEW**

ON

**“CHESS GAME”**

Submitted in partial fulfillment of requirements for the award of 6th semester,

**BACHELOR OF ENGINEERING**

**IN**

**COMPUTER SCIENCE & ENGINEERING**

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**ABSTRACT**

The Online Chess Game project is a web-based platform that allows chess enthusiasts to play the game against each other over the internet. The project's primary objective is to provide a user-friendly and seamless experience for players to connect with each other from different parts of the world.

The platform's core feature is a virtual chessboard that allows players to move pieces by dragging and dropping them on the board. The software validates each move, ensuring fair play and adherence to the rules of the game. The game also includes features like in-game chat rooms, player profiles, and leaderboards to enhance the overall gaming experience.

The project's development involves various stages, including designing the user interface, developing the game's core functionality, integrating various features like multiplayer mode, leaderboards, and chat rooms, and testing the platform for bugs and errors.

The project aims to attract chess enthusiasts from different parts of the world and build a thriving community of players. The platform's success will be measured by the number of active users, positive feedback from players, and participation in organized tournaments and events. Overall, the Online Chess Game project aims to provide an accessible and enjoyable chess-playing experience to players of all skill levels.