RhombiChess

Relationship graph nodes:
- /
- /play/local
- /play/online
- /game/{id}
- Hero Section
- Play Local
- Play Online
- Game
- /api/initial_board
- Create Local Game
- Join Game
- Create Game
- Board
- Game Sidebar
- Tile
- Chat Window
- Piece
- Captured Pieces
- Timer
- /api/new_game
- /api/join_game/{id}
- Game Data Socket
- /api/game/{id}
- Timer Socket
- /api/game/promotion
- Chat Socket
- ChessBoard()
- timer()
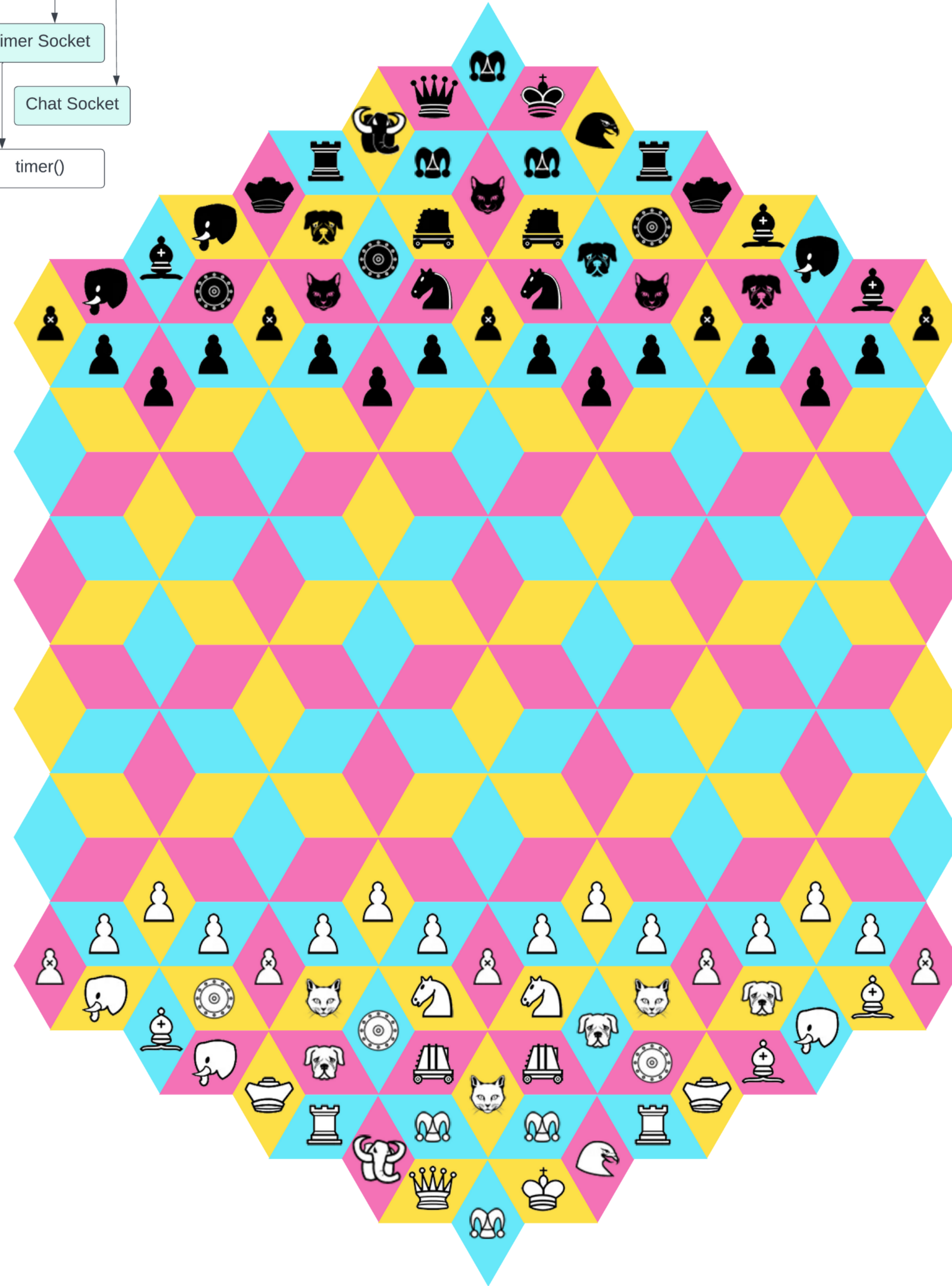- ChessPiece()
- ChessTile()
- 16 Piece Classes
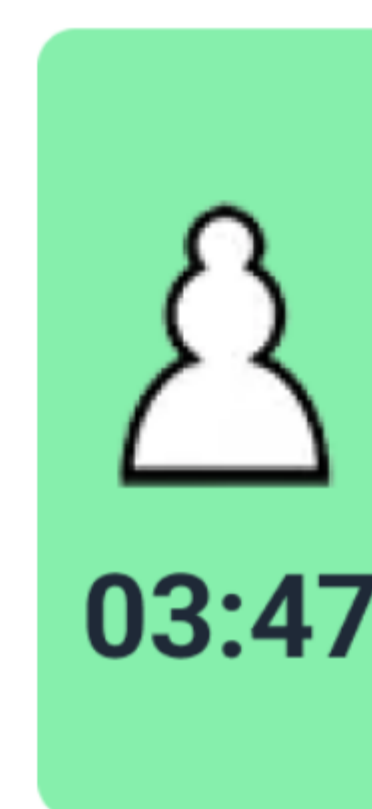- 11 Methods
- Valid Moves

What is RhombiChess?

The purpose of this application is to introduce a chess variant that could challenge even seasoned chess enthusiasts. The unique look of the board and the addition of several new pieces and rules compel players to rethink their strategies and view the game from an entirely new perspective. RhombiChess provides a new twist on the traditional game of chess!

No Captured Pieces

03:47

09:47

Relationship Graph

RhombiChess consists of numerous components on the NextJS frontend that communicate continuously with the Flask backend. We developed the application to be very modular so that we and future developers can easily add features to the game!

Key Features

RhombiChess offers both online and local play - allowing you to play the game how you want. Simply click on a piece to see its possible moves, and click on such tiles to make the move! The game automatically flips the timers, and your opponent plays. Capture pieces, promote your pawns, and battle it out for the checkmate! In addition to basic gameplay, RhombiChess is feature-packed with everything a user might need! Turn indicators, captured piece and move history displays, a chat system, and toggle-able axis labels!

Meet our Team!

Our team consists of 5 passionate Computer Science students with a variety of skills!

Farzan Yaz — Front-End

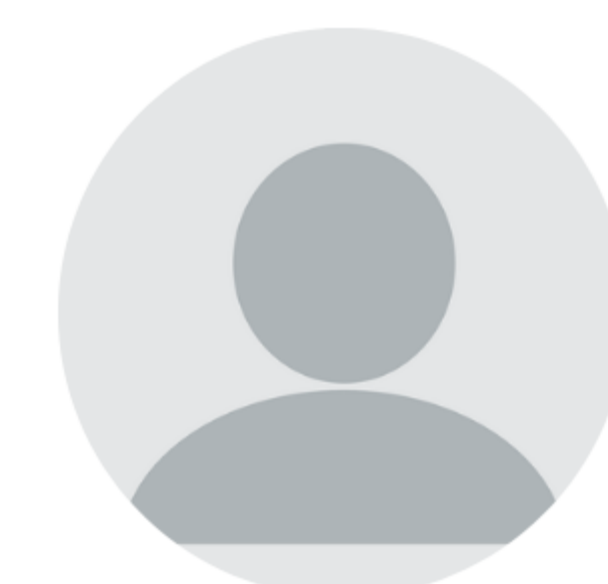Monica B-G — Front-End

Anant Prakash — Back-End

Philip Lee — Back-End

Nida Nasir — Back-End

Flask

NEXT.JS

GitLab

NEON

Flowbite