RhombiChess

A Strategic Online Chess Variant!

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Purpose

This innovative, engaging and challenging online chess variant will introduce numerous gameplay elements that will provide chess enthusiasts with a new challenge in the chess community.

01

RULES

Pieces must move based on rules outlined by client

02

AUTHENTICATION

Secure user registration and login functionality

03

MULTIPLAYER

Allow users to engage in two-player matches online

04

TIMER

User should be able to set timer preferences

05

IN-GAME CHAT

Allows users to communicate with the opposing player in real-time

06

CAPTURED PIECES

Display all captured pieces for each player

PRIMARY STAKEHOLDERS

Client

01

- Provided us with a unique set of rules
- Oversees whole project, provides resources
- Has a vested interest in project's success
- Influence on project's requirements

Users/Players

02

- Chess-variant enthusiasts
- Their preferences, needs and feedback shapes the design of the project
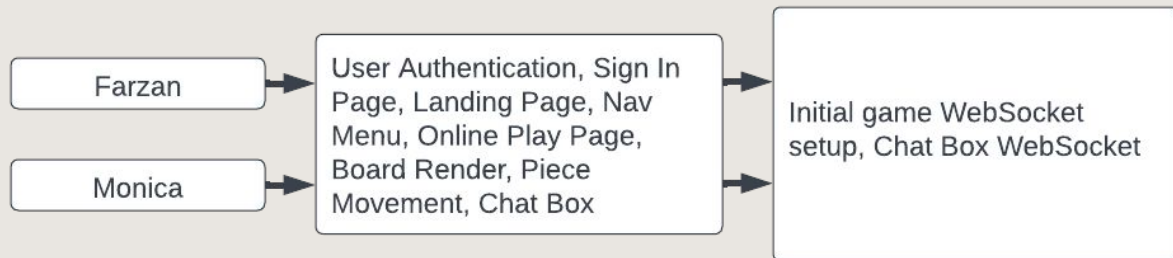- Will be the ones interacting with the project

Disclaimer: The PoC was front-end heavy.

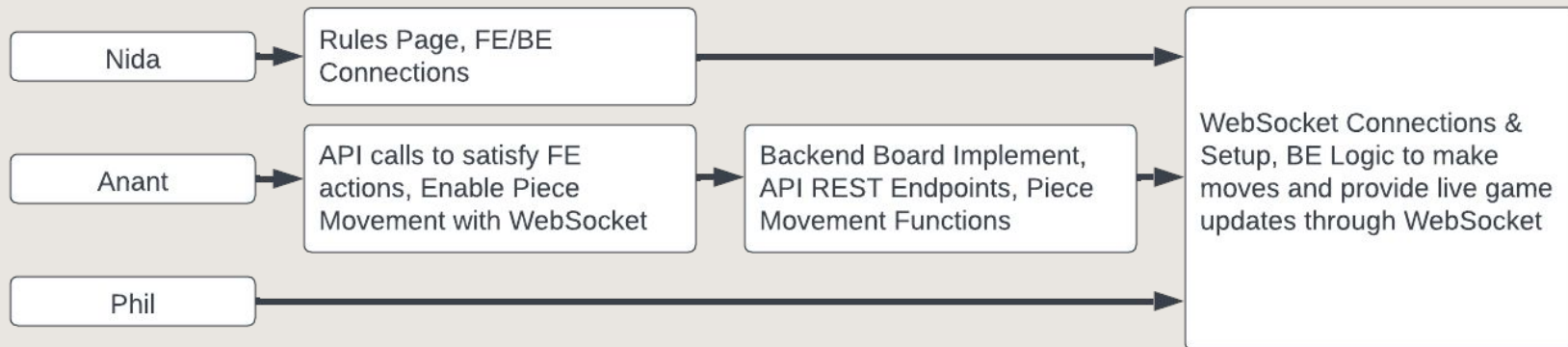**Front-End Team**

Front-End Contributions

Back-End Contributions

Farzan

Monica

User Authentication, Sign In Page, Landing Page, Nav Menu, Online Play Page, Board Render, Piece Movement, Chat Box

Initial game WebSocket setup, Chat Box WebSocket

Back-End Team

Front-End Contributions

Back-End Contributions

Nida

Rules Page, FE/BE Connections

Anant

API calls to satisfy FE actions, Enable Piece Movement with WebSocket

Backend Board Implement, API REST Endpoints, Piece Movement Functions

Phil

WebSocket Connections & Setup, BE Logic to make moves and provide live game updates through WebSocket

Q&A!