Offer for Chess project

**Requirements:**

A program that simulates chessboard traversal with one of 4 figures (Knight, Rook, Queen and King).

Starting from every possible position.

**Activities:**

A - Creating chessboard

B – Implement movements of the Knight

C – Implement movements of the King

D – Implement movements of the Queen

E – Implement movements of the Rook

F – Implement Knight Traversal Algorithm

G – Implement King Traversal Algorithm

H – Implement Queen Traversal Algorithm

I – Implement Rook Traversal Algorithm

**Project Plan/ Schedule**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Activity** | **Predecessor** | **Optimistic Time** | **Normal Time** | **Pessimistic Time** | **Expected Time** |
| **A** |  | **0.1** | **0.5** | **1** | **0.5** |
| **B** | **A** | **0.4** | **0.8** | **1.2** | **0.8** |
| **C** | **A** | **0.3** | **0.6** | **1** | **0.35** |
| **D** | **A,C** | **0.1** | **0.1** | **0.1** | **0.1** |
| **E** | **A,C** | **0.1** | **0.1** | **0.1** | **0.1** |
| **F** | **A,B** | **1.5** | **2** | **3** | **2.17** |
| **G** | **A,C** | **0.3** | **0.6** | **0.9** | **0.6** |
| **H** | **A,D,G** | **0.1** | **0.1** | **0.1** | **0.1** |
| **I** | **A,E,G** | **0.1** | **0.1** | **0.1** | **0.1** |

\*time is in hours

Overall Expected time: 5hours

Developer – 30$/h

Price: 150$