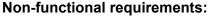
Chess Program

Functional requirements:

- 1. All chess functionality
 - a. Moving pieces
 - b. Capturing pieces
 - c. Ending game with mate
 - d. Stalemate
 - e. Castling
 - f. Promotion
 - g. En passant
- 2. Able to play a two player game on the same computer
- 3. Able to play against the computer Single Player
- 4. An interactive GUI



- 5. Menu Bar with options
 - a. Reset
 - b. New Game
 - c. Save
 - d. Load
 - e. Undo
 - f. Adjust difficulty
 - g. Change language
 - h. Shortcut commands
- 6. Stockfish integration
 - a. https://github.com/Niflheim/Stockfish-Java
 - b. https://chess.stackexchange.com/questions/15704/what-is-the-optimal-way-to-use-stockfish-programmatically/15707#15707
 - c. Compile fen string of board
 - d. Move translation
 - i. internal
 - ii. external 1. e4 2. Nxg7
- 7. Multiplayer across two devices
- 8. Possible move highlighting
- 9. Move animations
- 10. Time control
- 11. Make PGN (Save game)
- 12. Flip board
- 13. Sound effects
 - a. Pieces make noise when they move
 - b. Victory/Stalemate music

The non-functional requirements are not necessarily mandatory, they are added if we are able and have time. The main priority is the functional requirements.

