Student Name: Aldalton Choo Chien Khin

Student ID: 101212783

## Pass Task 3.1 Wikis and design documents

Contributions to wiki page:

## Brief introduction on chess

Chess is a classic game but still a popular board game among people of different ages. It was first introduced around 1500 years ago and how this game is played is that there are two different kingdoms which is, the white kingdom and black kingdom. The main goal of the game is for each side to eliminate the opposite side's king which is protected by 8 pawns, 2 knights, 2 rook, 2 bishop and 1 queen. This game is played by two players either casually or competitively.

The target platform for this game is every platform which is the PC platform, Mobile platform and console platform. Visual style that we are aiming for is a simple 2D style that is easy on the eyes but at the same time appealing.

I oversaw doing the brief introduction to our game's wiki page like what is it about, the history, and what platform are we aiming to release this game on.

## List of asset needed

1)Sounds for each chess pieces moving.

2)Images of chess pieces according to their roles.

3)In game timer for competitive plays.

4)Sound for in game timer.

5)Sound for winning the game.



I also oversaw listing down the assets needed for the game and the footer of the wiki page.