Chess

Cody Murrer

CIS 201-HYB1

**Project Summary**

The project I have decided to make is a simple but difficult on based on the board game chess. This program when started will show a home screen (see Main.java) allowing you to pick from the following options Play Game, How to Play, and Exit. When the player hits play game a selection screen will pop up (see Selection.java) asking if you would like to play against a computer or a friend or go back to the home screen. After the selection has been made the game will send you to the board (see Board.java) with all the pieces already lined up and ready to go.

**Project Background**

I had chose to make the game of chess because growing up I didn’t have a gaming console till I was about 10 years old so the games I had played during my childhood were board games but mostly chess because I had enjoyed it the most. So, with that enjoyment for chess I had decided to recreate it to the best of my abilities within code using javafx.

**IPOS Requirements**

The different types of processing needed is the initial game setup to decided either to play against a bot or a player then after that selection the next step would be filling 2D label arrays to create the 8x8 grid needed to create the board. After the grid is place the next step would be to assign the different squares their respective colors within the for loop used to create the grid. The types of inputs that will be required are left clicks from the mouse and an output of the click will highlight the piece you wish to move. The different types of processing requirements that will be needed are the different movements of each individual pieces on the board as well as process of setting turns for each player and how the pieces will interact with each other if they collide with friendly or enemy pieces.

**Conclusion**

In conclusion the choice of creating the game of chess will provide me with a challenge to have to manage all the pieces at once on multiple occasions as well as learn javafx a new GUI I have never used before this project. This project will be able to show the extent of my knowledge of java by forcing me face the challenges of coding multiple elements with different movement patterns as well as different collision behaviors between all the different pieces on the board.

**Glossary**

Chess Chess is a board game of strategy and skill played by two players on a checkered board

GUI Graphical user Interface

JavaFX A software platform used for creating and developing desktop applications as well as web applications