Chess

# 0. Prelude

Abstract.

Acknowledgements.

Table of Contents.

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# 1. Introduction

Explaining the game and rules.

Variations and difficulties.

Elements taken into account.

Planning/Gantt Chart

# 2. Basic Requirements Specification

Both functional and non-functional requirements as well as list of expected features.

# 3. Feasibility and choices taken

Software choices, study of the time and resources needed, etc.

Also, folder structure and GitHub.

# 4. Design

Different diagrams and technical explanations.

# 5. Components and implementation

Different screens and features involved.

# 6. Testing

Tests performed etc.

# 7. Project Evaluation

Strengths and flaws of project. What could have been done better etc.

# 8. Conclusions

Thoughts about the project.

# 9. Bibliography

AI:

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Neural Networks:

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<https://erikbern.com/2014/11/29/deep-learning-for-chess.html>

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Rules:

<https://en.wikipedia.org/wiki/Rules_of_chess>

**PROBLEMS:**

* I didn’t want every class from the old project, it had many games, but most of them would break the whole project since they depended on each other.
* Problems between Piece and ChessPiece.
* Problems with turn, since on the old game it was determined by the colour (every piece was treated as the same, as long as the colour matched, which is not the case in chess)