**New Bulgarian University, Sofia**

**NETB375 Практика по програмиране**

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**Task Variant 1 – AI chess game**

Using the programming language C++ and programming framework **Qt** implement a computer program the famous chess game. The game must give two modes of play: human against human (on the same computer), and human against CPU. The program must have the following features:

* fully functioning GUI that represents the chess board and all pieces;
* white piece can be moved if it is a white player's move, and the same for black pieces;
* each piece is allowed to perform only valid moves according to game rules;
* AI complexity is left to project developers, and it can be the simplest possible -- a random move.