Chess S Game

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Abstract

Technical report, Application Architecture & Implementation Details of the Chess Server Game (written in C).

Contents

1 Introduction

Chess is a computer implementation of the popular game of the same name. This paper illustrates the server functionality by providing information about the application architecture, the used technologies and also the implementation details.

2 Technologies used

For this client-server connection an TCP model will be used. TCP standing for Transmission Control Protocol, it's ideal for this application because of its oriented transfer protocol, without packet losses.

Also, this project must use an concurrent TCP rather then an iterative one. This is because it allows the server to handle numerous clients at the same time, two client per process. So this is what will be implemented in the final version.

The server will create one execution thread for each pair of clients.
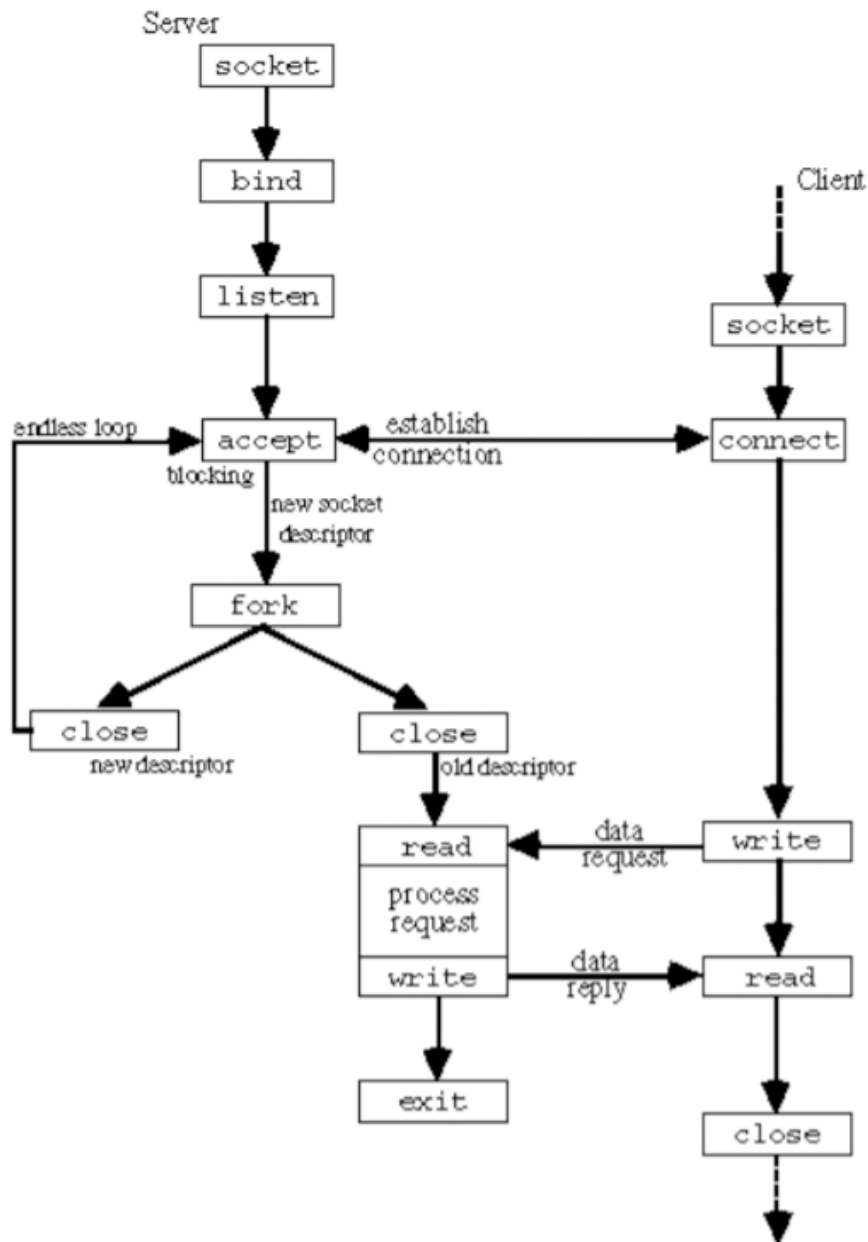
3   Application architecture
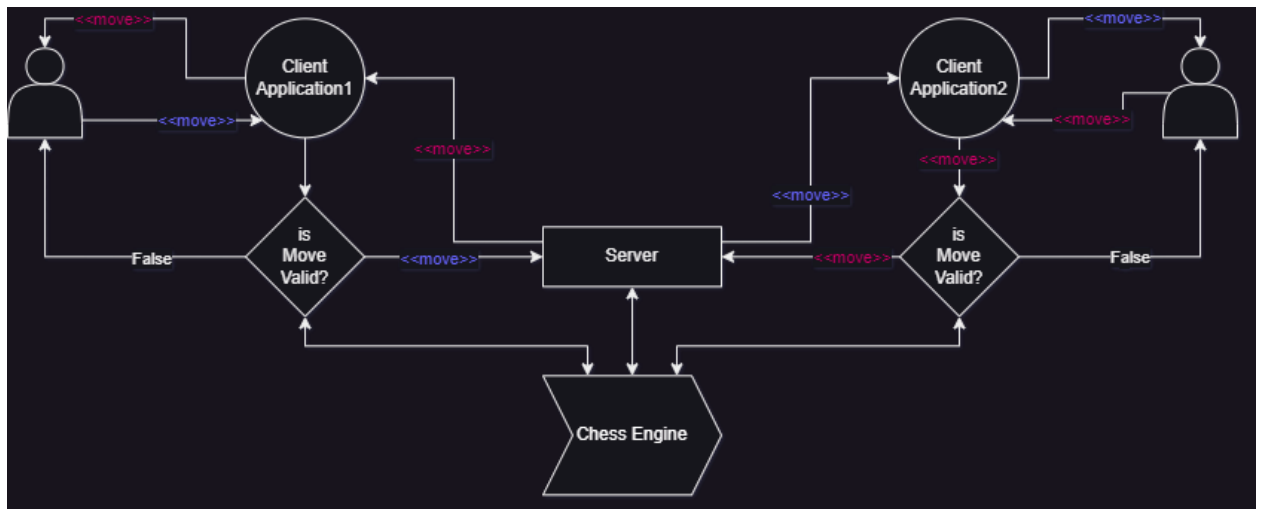
4   Implementation details

4.1   isMoveValid()

This function will take in consideration chess rules and will decide if a given move is legal or not.

5   Conclusions

One possible improvement could be the implementation of checks. At the moment, a player wins by capturing the opponent's king.

References

Computer Networks Course Website
Draw.io (Application Architecture)