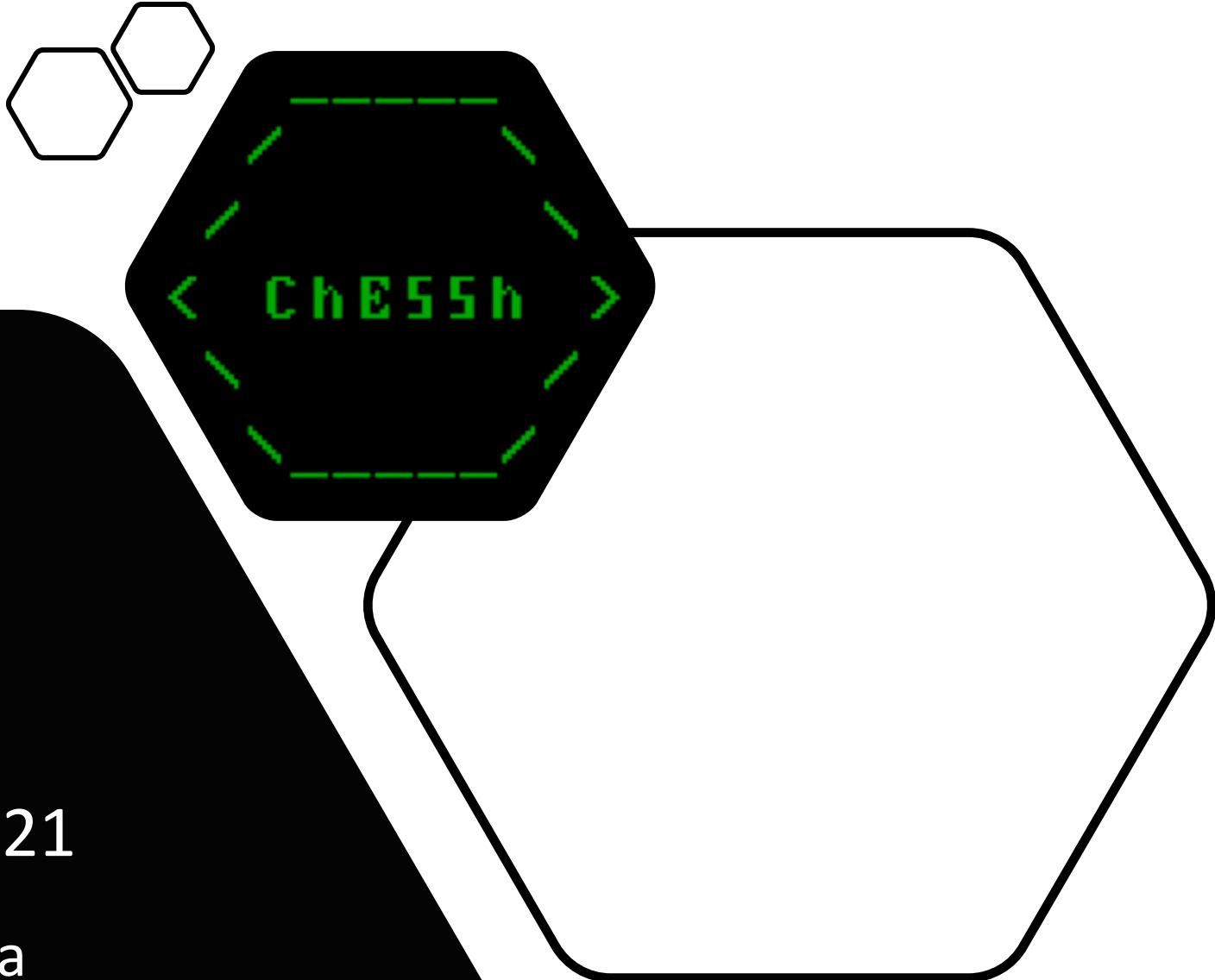
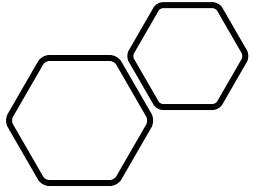


Hexchess

Meilenstein 1
Programmierprojekt 2021

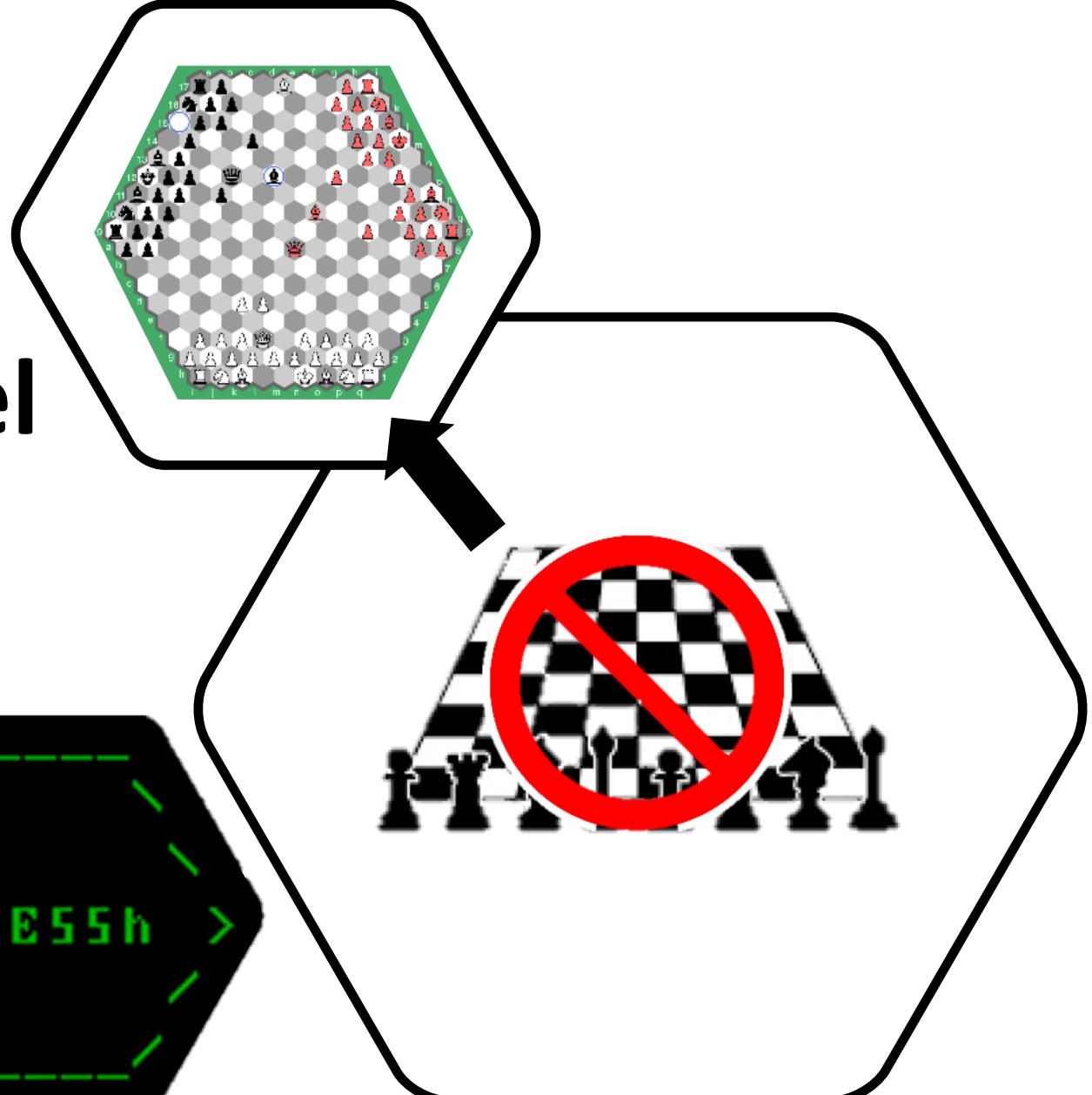
Edi, Jonas, Raffael, Sascha



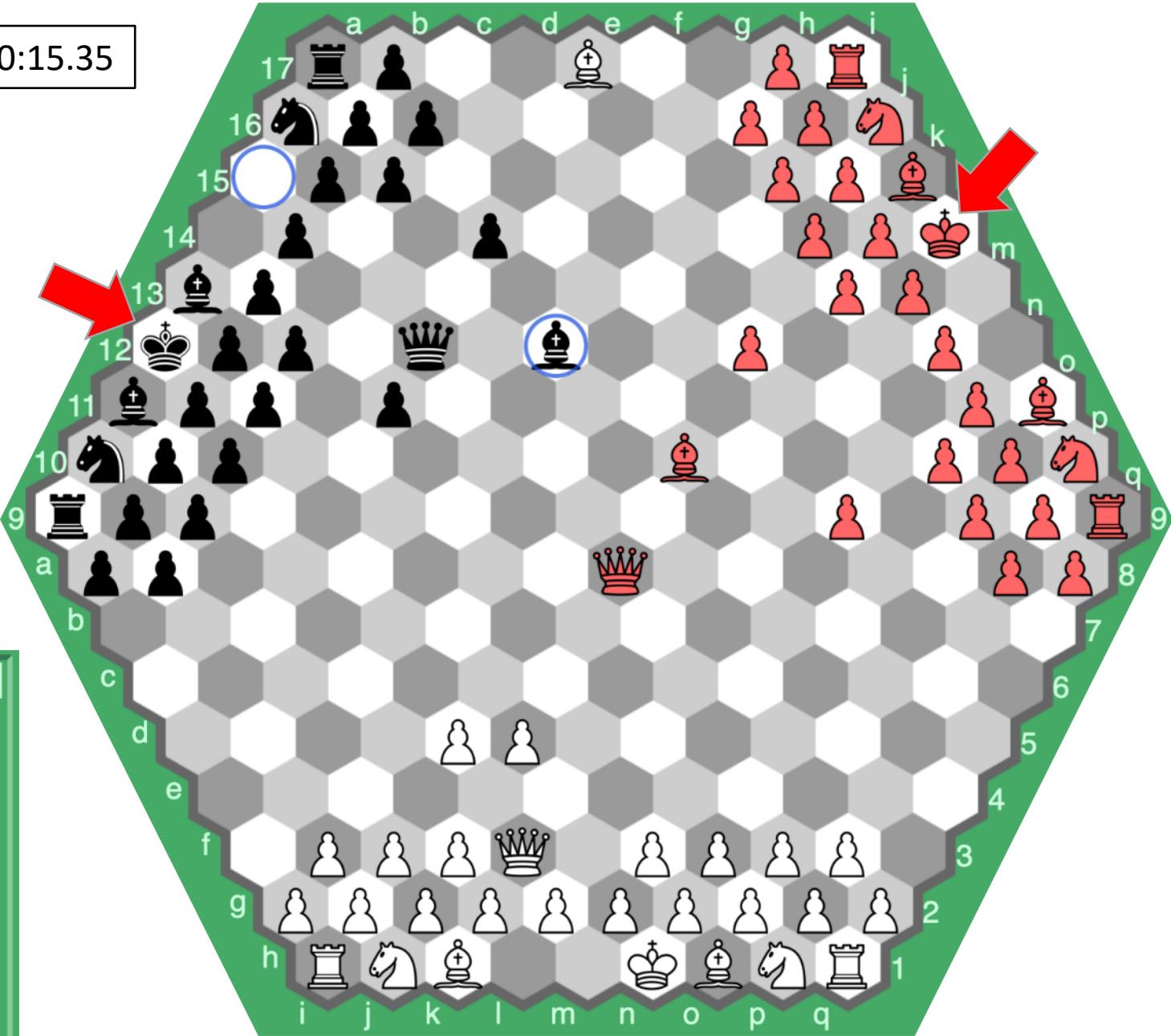


Allgemein zum Spiel

- Grund: Begeisterte Schachspieler
- Problem: Eins vs. Eins
- Lösung: hexagonales Schach
(3 - Spieler)



Timer 2:30:15.35



Chat:

Player1:

Player2:

Player1:

Player3:



|

Menü

Spielregeln

Spieldaten



Bauer



Läufer



Springer



Turm

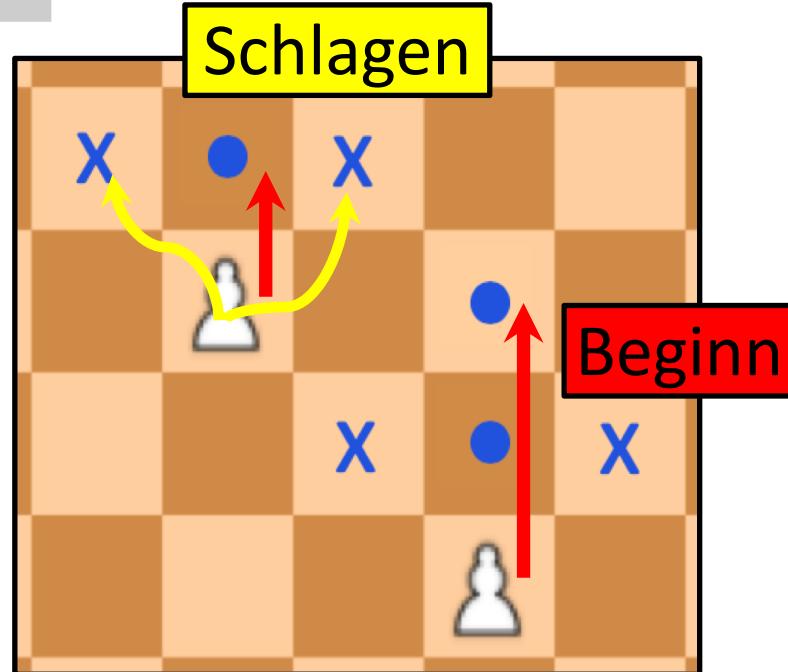
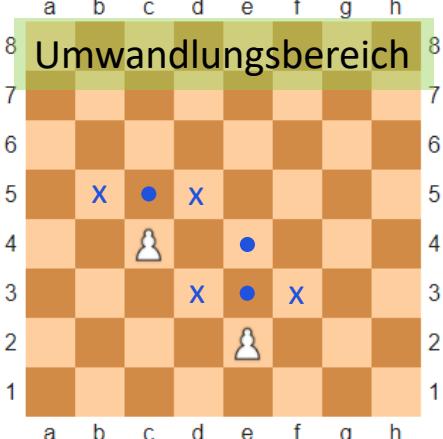
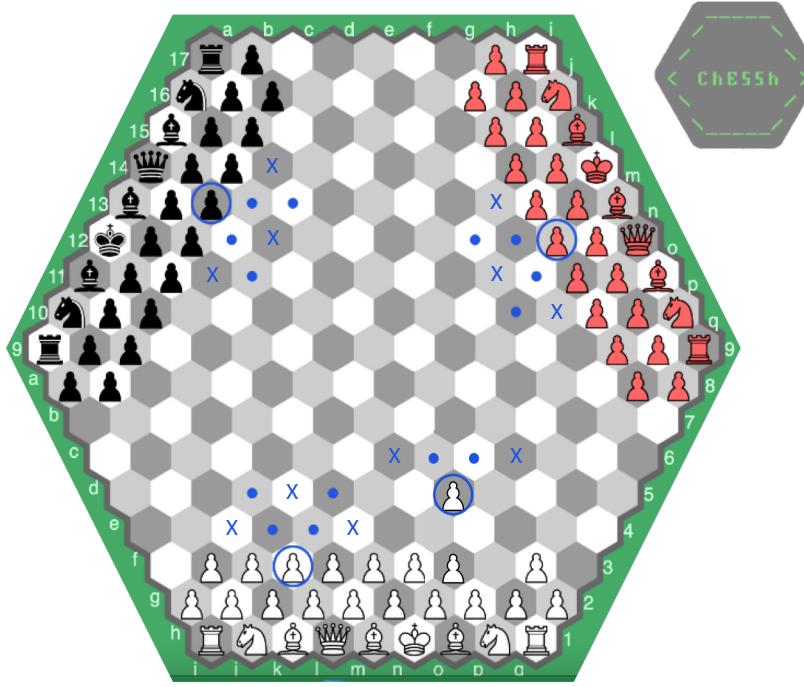
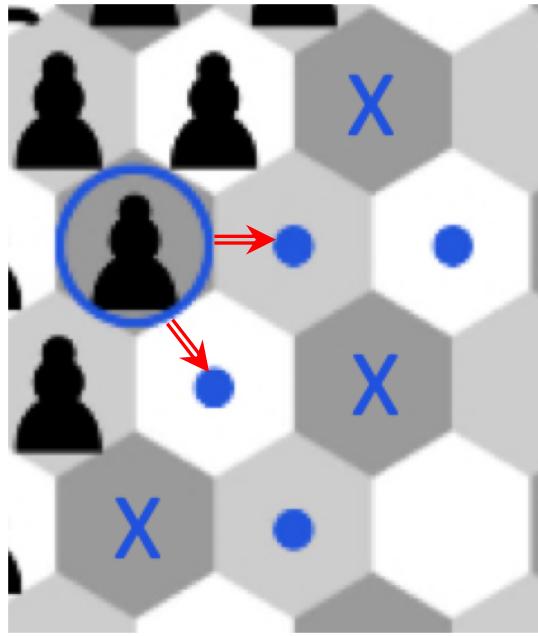


Königin

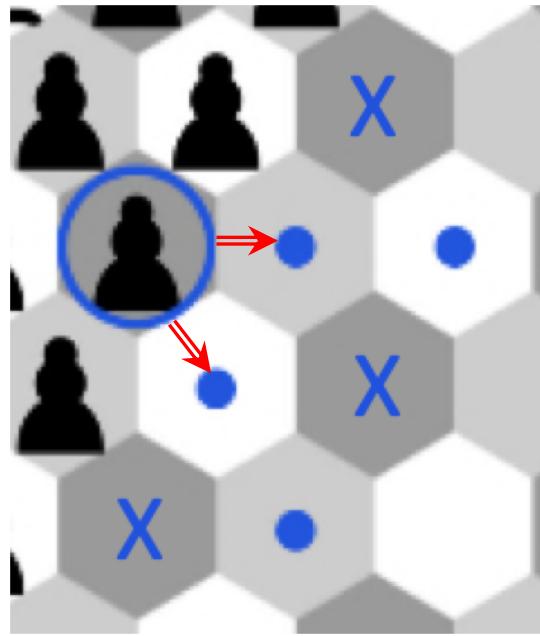


König

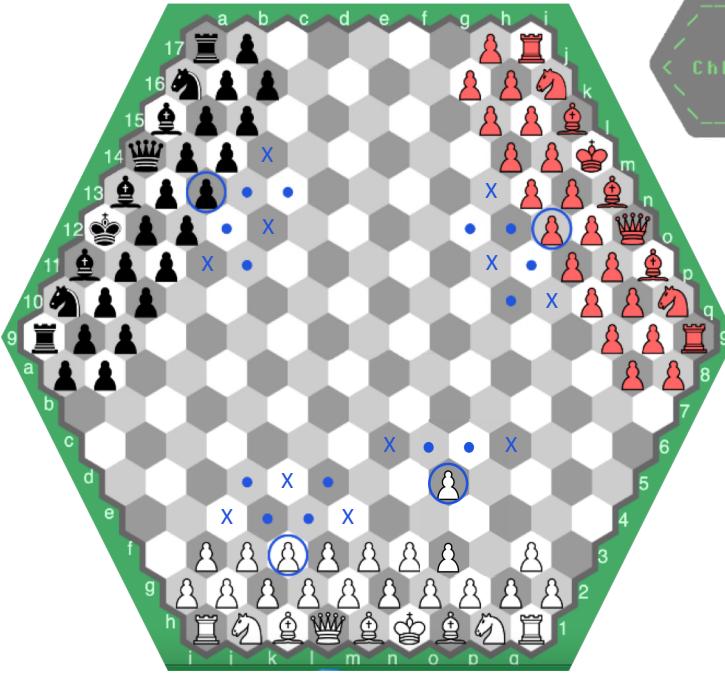
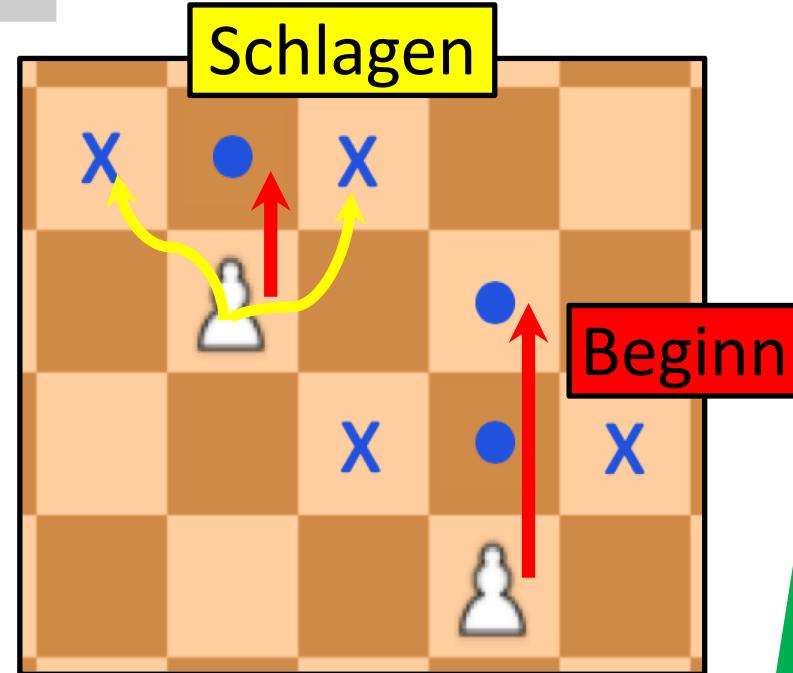
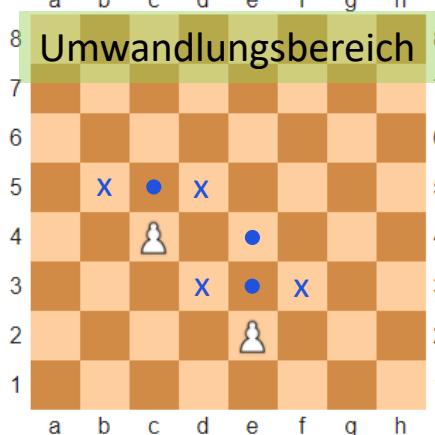




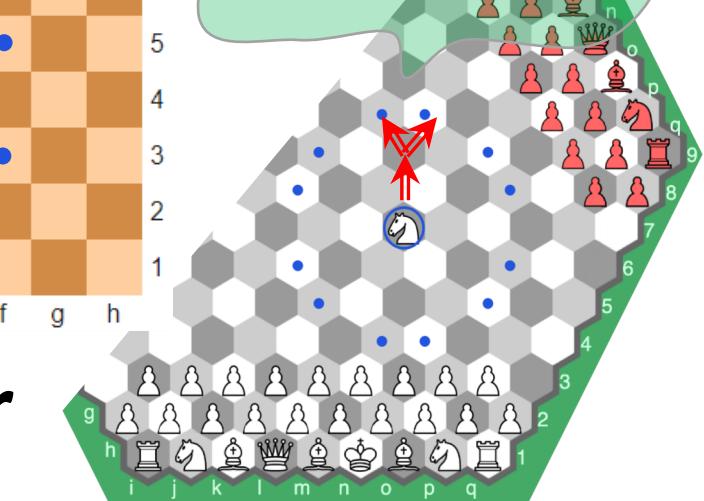
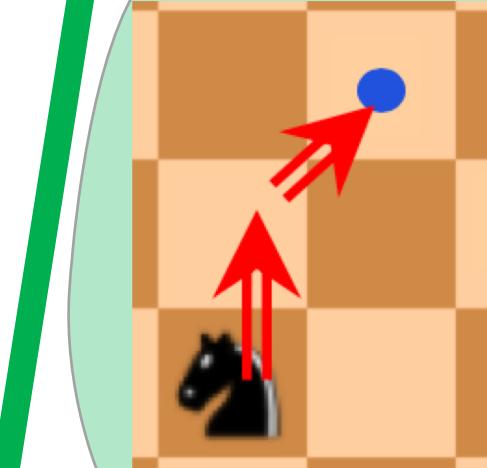
Spielregeln



Bauer



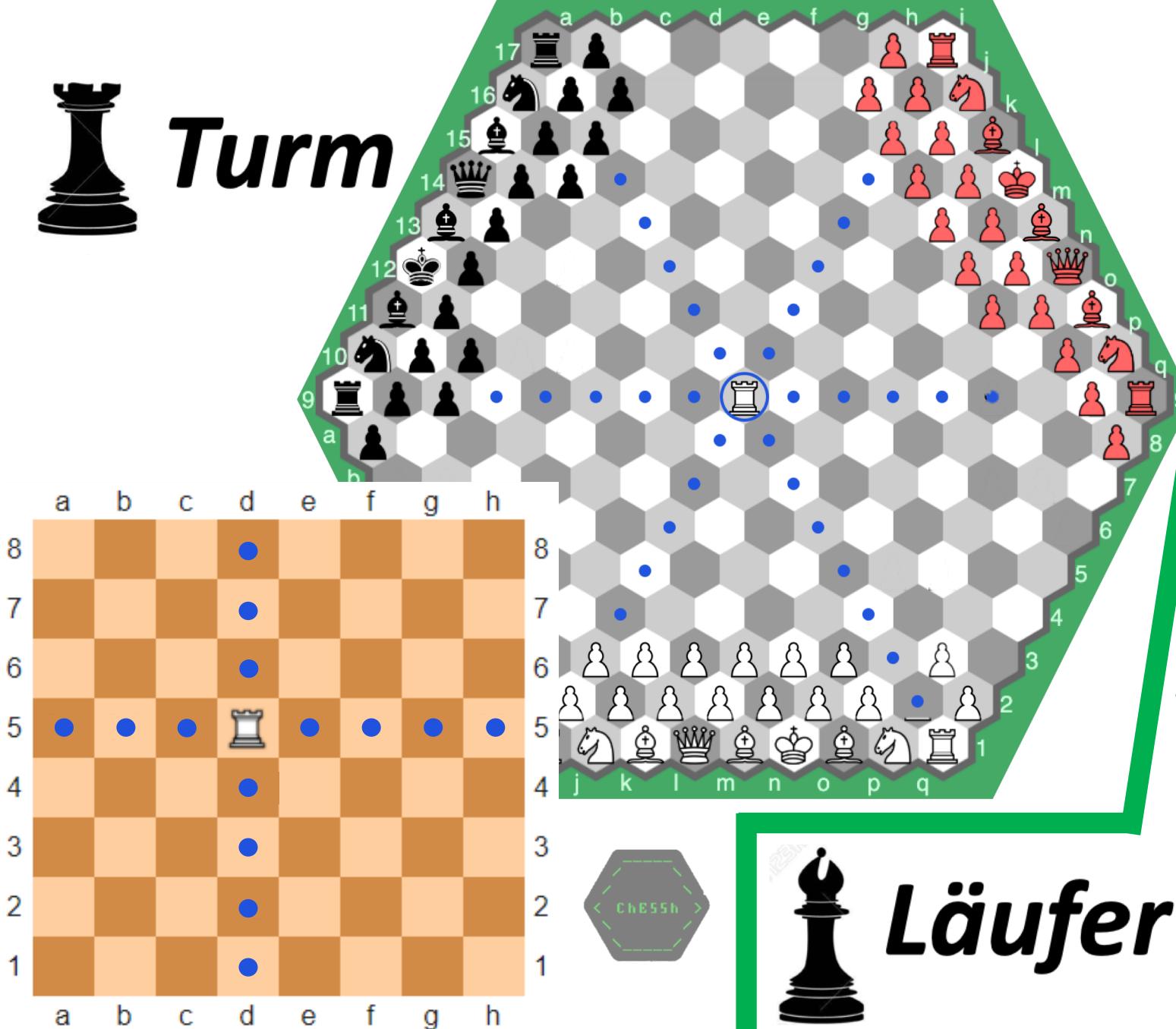
Springer



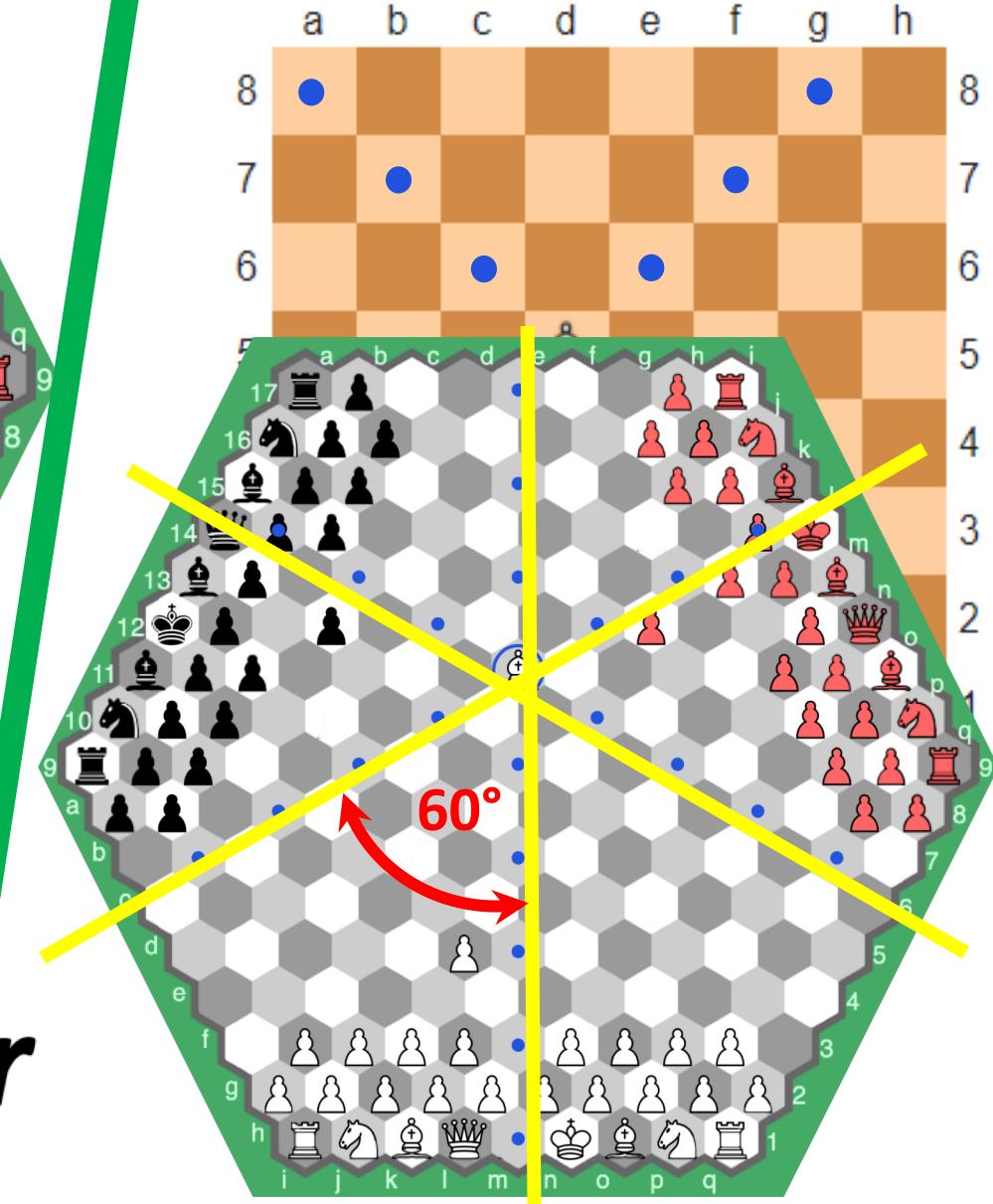
Spielregeln



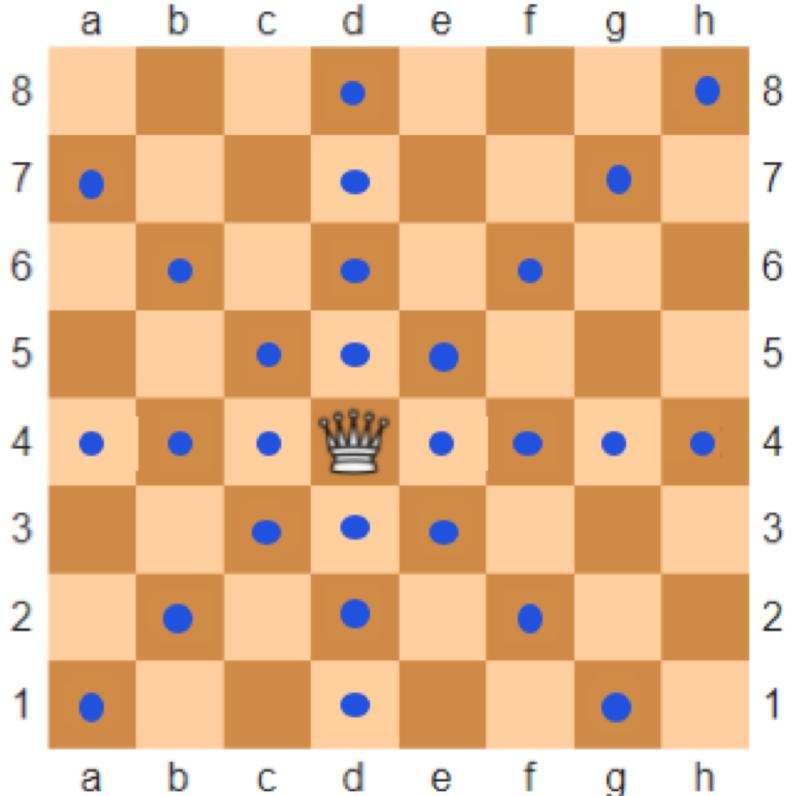
Turm



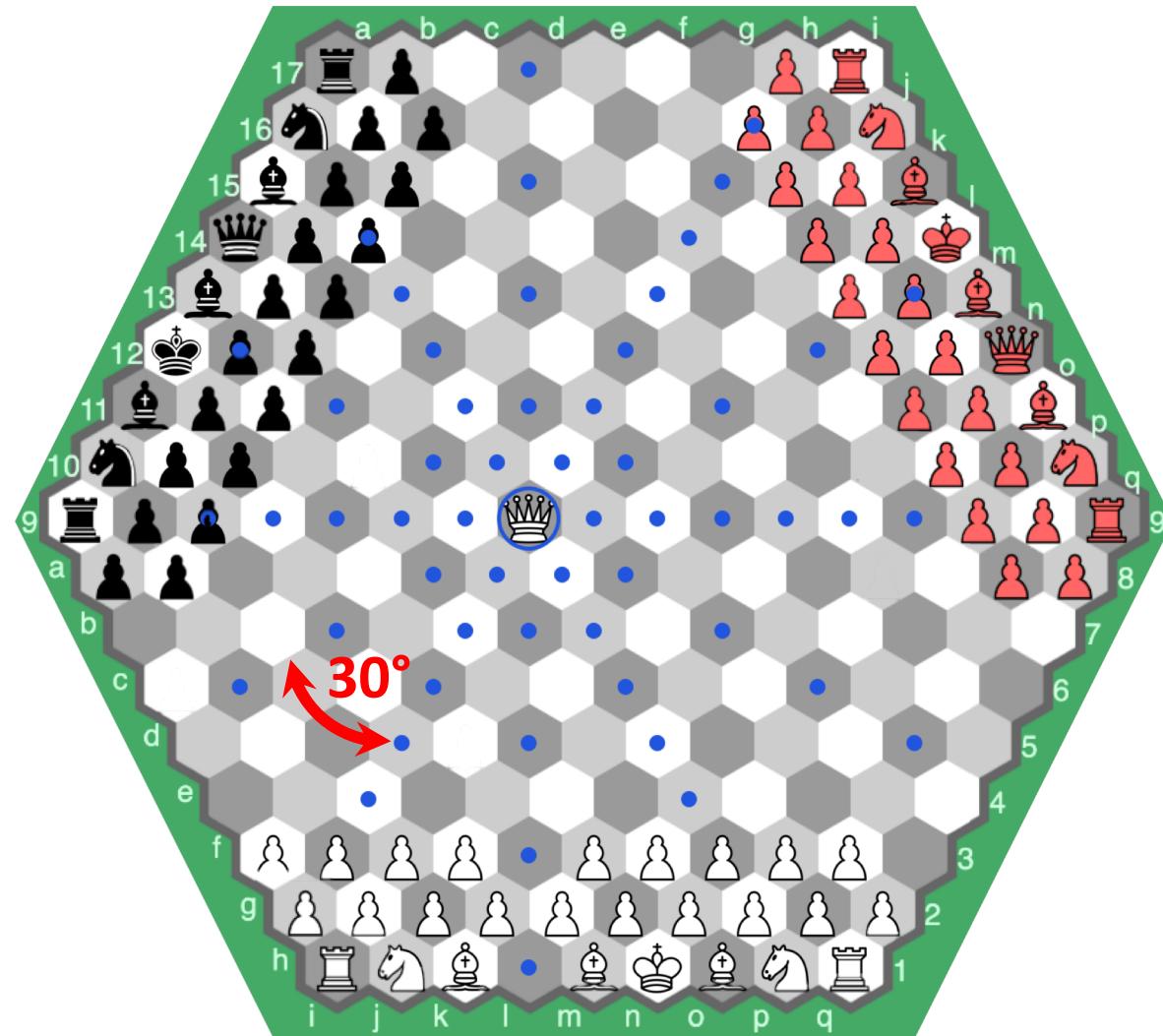
Läufer



Spielregeln



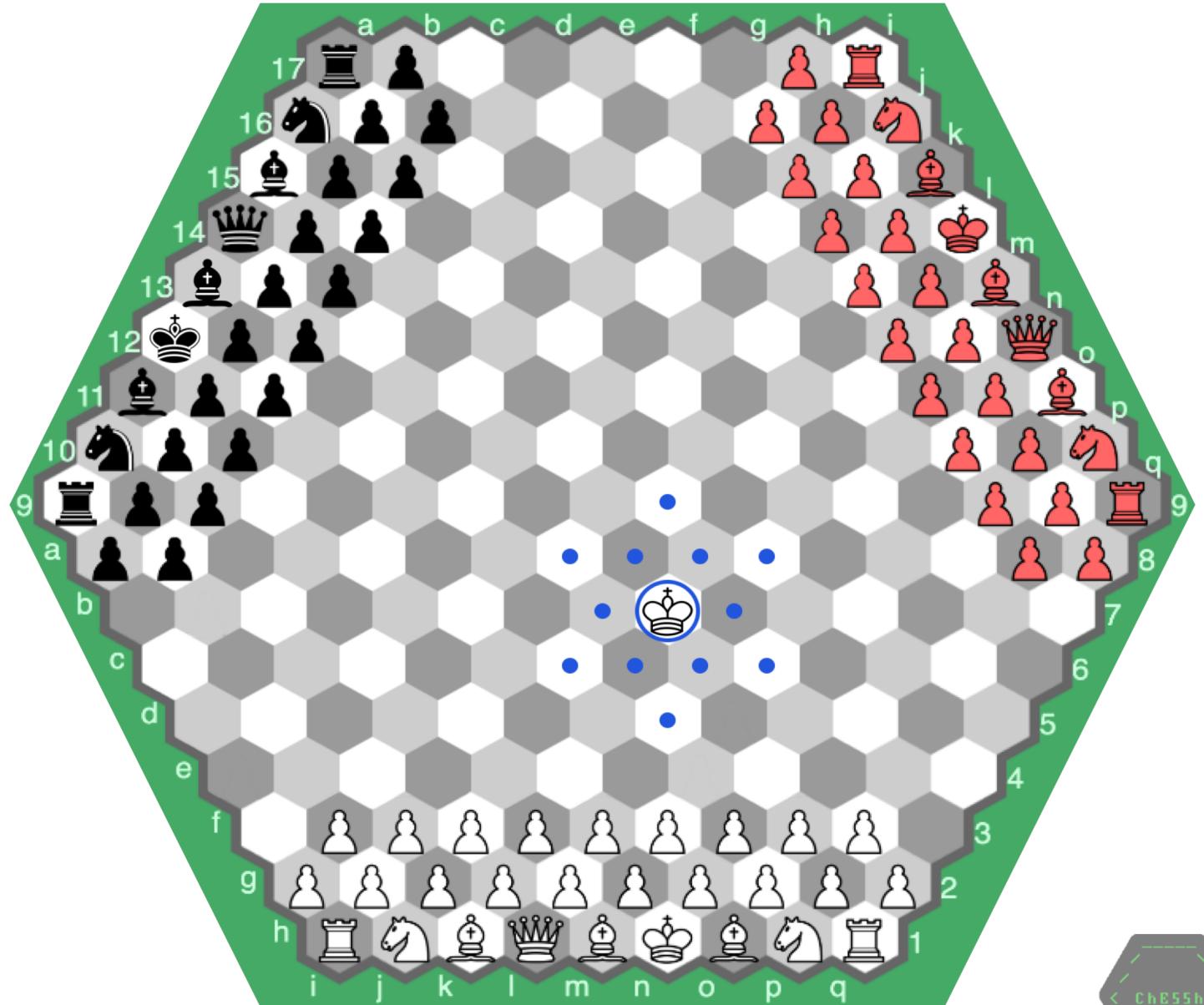
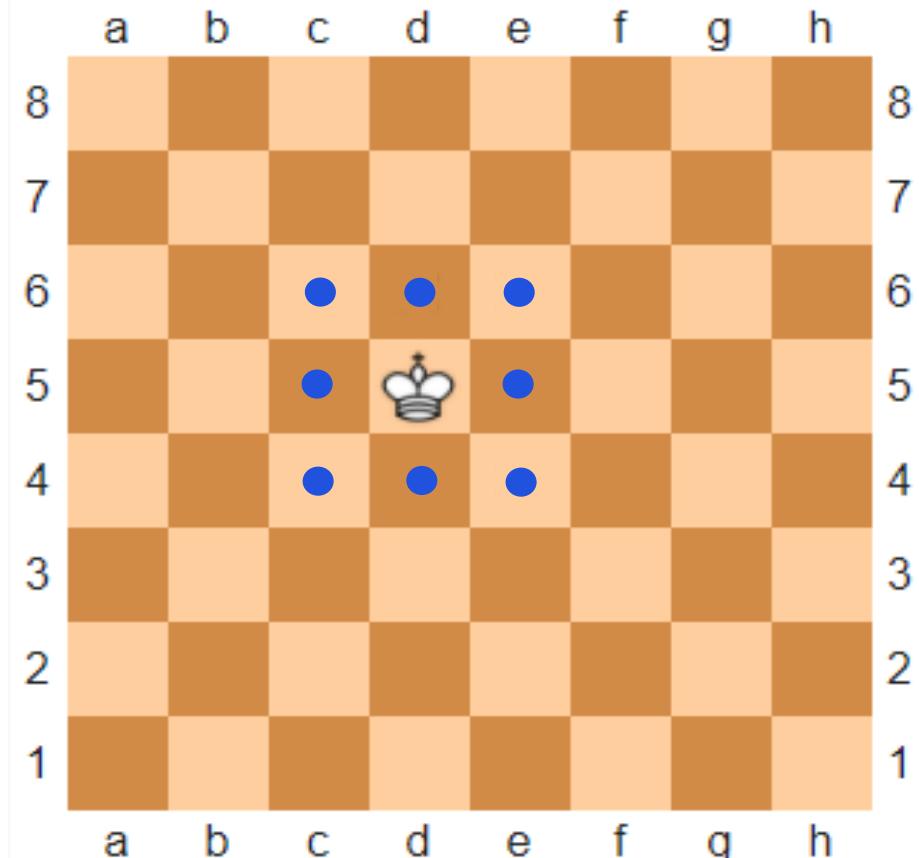
Königin



Spielregeln

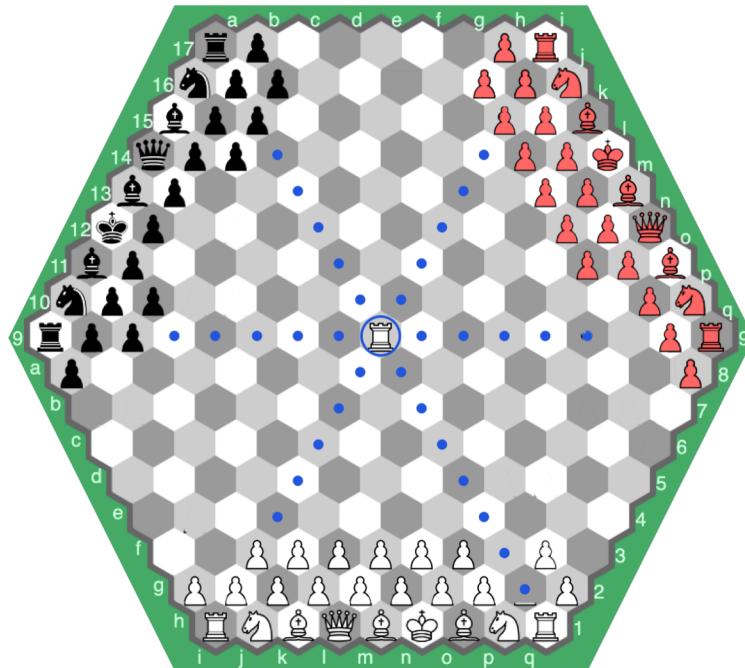
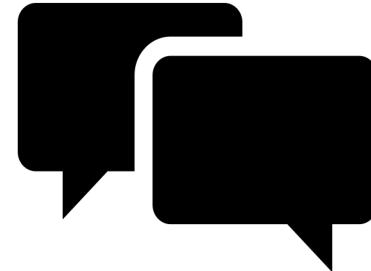


König



Software Requirements Overview

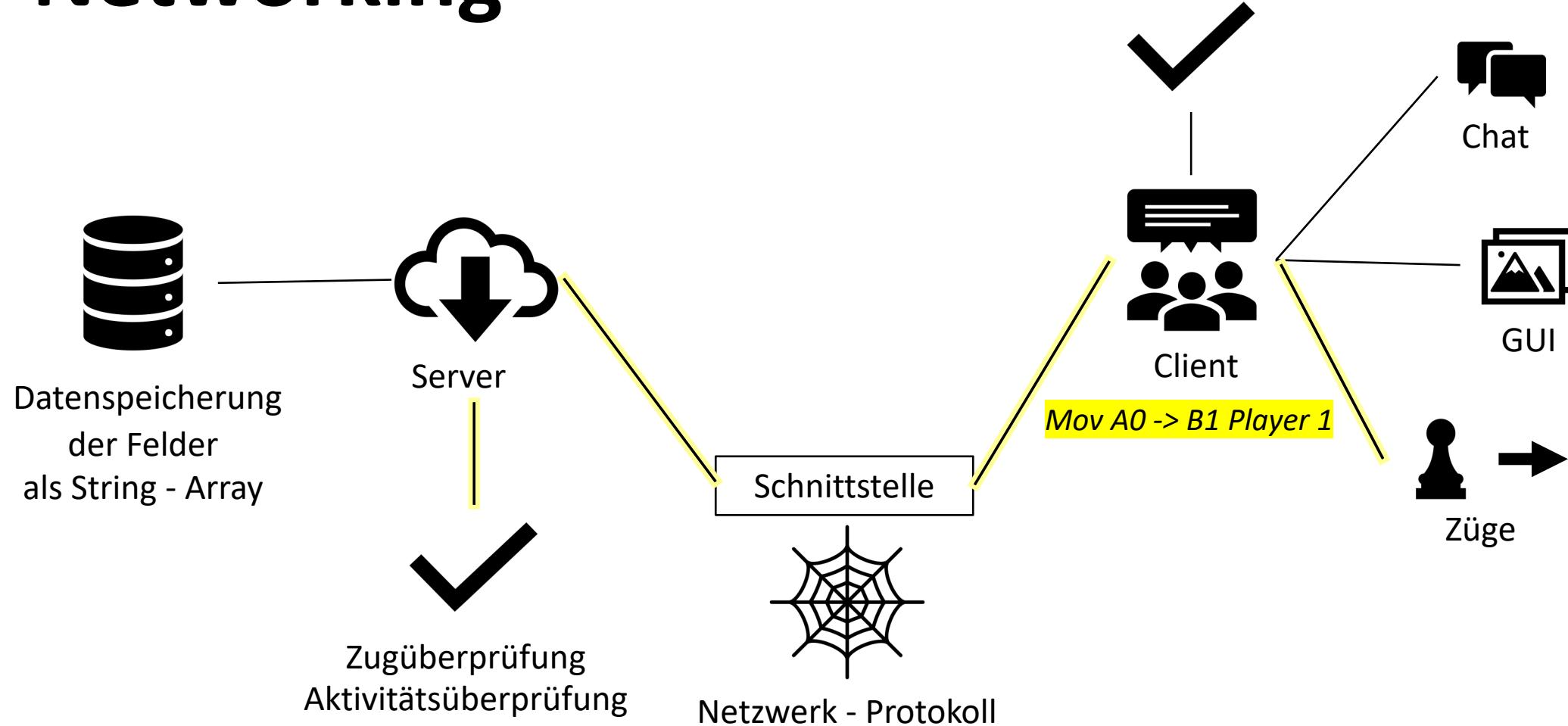
- Zugüberprüfung
- Zugvorschläge
- Spielverlauf
- Chat



4. ♜g12
4. ♜j10
4. ♜e17
3. ce14
3. lj12
3. wk3
2. we12
2. wj8
2. ki5
1. ce11
1. m9
1. lj5

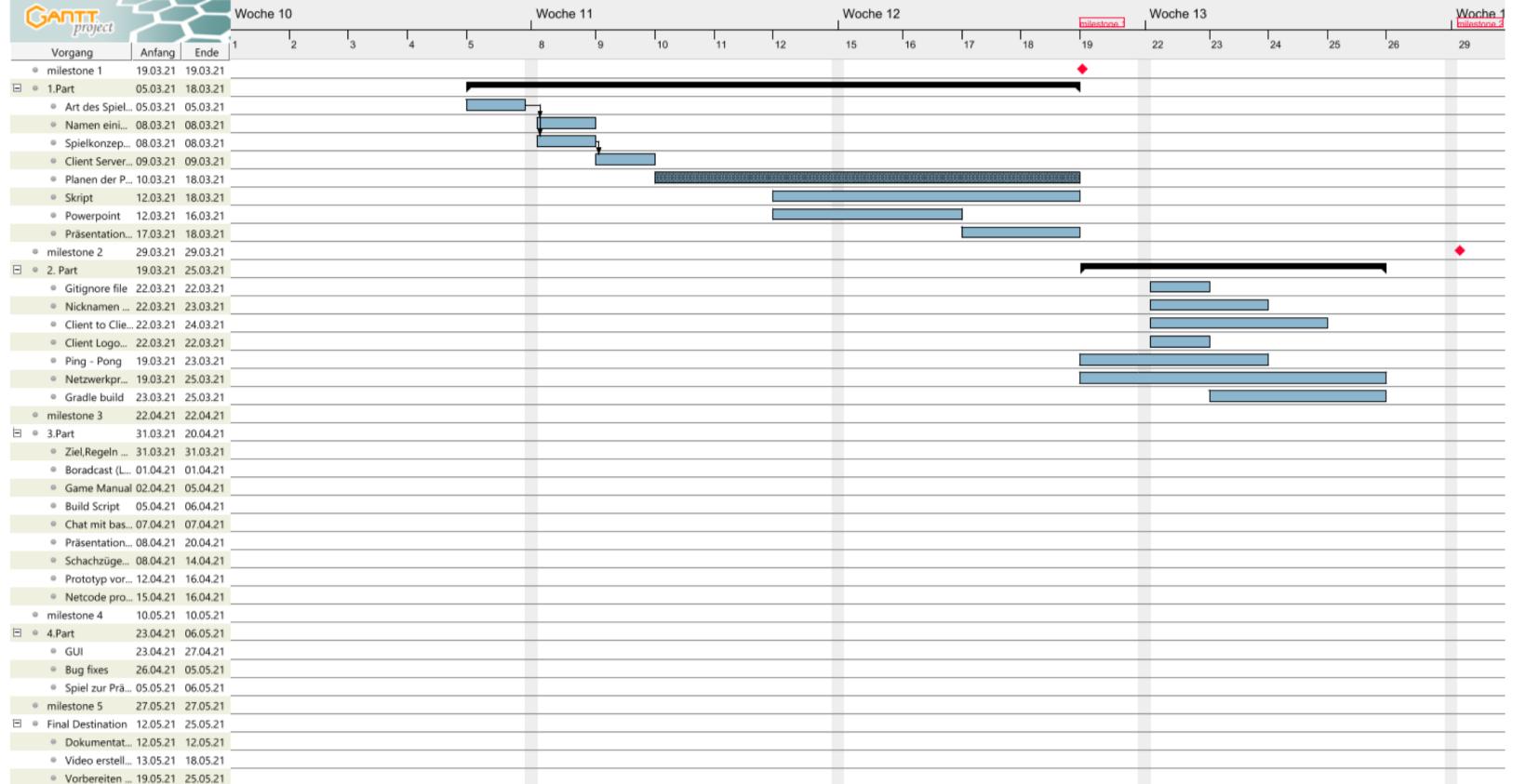


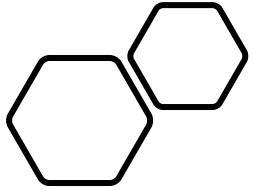
Networking



Projektmanagement

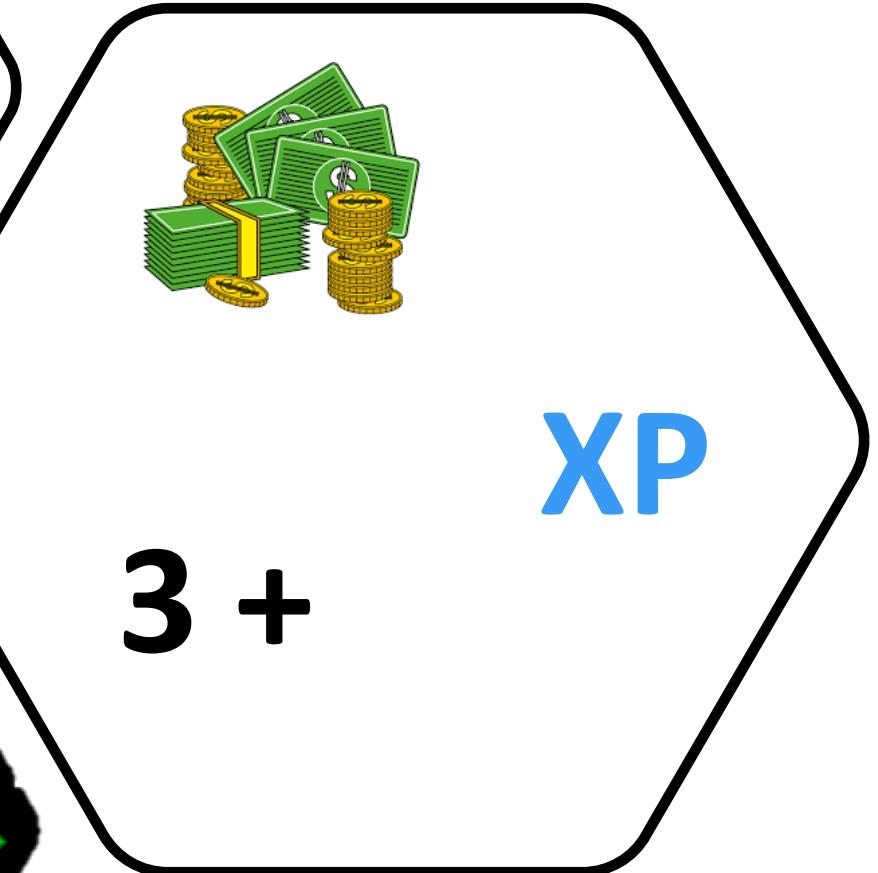
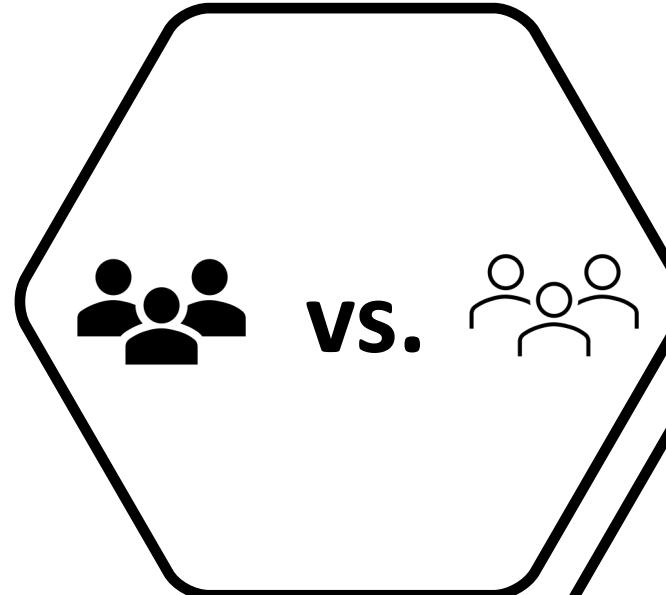
- Jonas : Server – Zugüberprüfung
- Sascha: Client
- Raffael: Protokoll
- Edi: Server – Lobby





Nice to have

- mehr als 3 Spieler
- Teammodus
- Geldsystem
- XP – System
- andere Spielfelder



???

