**CSSE1001**

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**Assignment 3 – Design Document**

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**Project Title:** Python Chess

**1 Description**

I am going to be recreating a chess game between two people in python. I will be recreating the movement as well as including a time constraint, and high-score system. The game itself will feature the use of a multiplayer system that will allow users to verse each other on different computers using Twisted, an event driven python networking engine library. The users will be able to connect and verse each other. The game will be developed through pygame.

**2 User Interface**

The user will be presented with a splash screen, and the option to connect to other computers and create a game/session. Once they have connected, both players will be assigned a side of the board, allowing them to proceed with the game. On the splash screen/menu, the user will have the option to ‘Play & Connect’, view high scores or quit. The game itself includes a very simple user interface, with a standard 8x8 chess board and all the usual pieces. To interact with the game, the user clicks on the piece they want to move, a part of the board will be highlighted and they will be able to click on a highlighted spot to move the chess piece there.

The winner, once having completed the game, will have the ability to post his/her high-score and ultimately progress back through to the home page.

**3 Design**

A number of classes will be used throughout the game, these being:

**4 Support Modules**Twisted is an event driven python networking engine used to send and receive data between to computers. It was developed at MIT and will prove pivotal to my multi-player aspect of the game.

<https://twistedmatrix.com/trac/>

<http://www.pygame.org/>