

MINI PROJECT - II

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SFML Graphics based chess game

SYPNOSIS



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INTRODUCTION

The project 'DESIGNING OF CHESS GAME USING SFML COMPUTER GRAPHICS' implements a classic version of Chess with a Graphical User Interface (GUI). The Chess game follows the basic rules of chess, and all the chess pieces only move according to valid moves for that piece. Our implementation of Chess is for two players. It is played on an 8x8 checked board, with a square in each player's lower left corner.

We successfully created a GUI based version, inheritance and templates, as specified. Despite several unusual bugs in the GUI, our chess program is a great, user-friendly game for two players.

USE OF THE PROJECT

As chess game is generally popular to make the brain more able in thinking in odds, additionally like our project provides better view of graphics enhancing the fun and making the game more interactive. Our project play an important role in making strategy, enhances brain's strategy making ability with very good interaction and graphics presentation.

IDEA

In order to bring the people back in such games where they could enhance their brain's strategy making ability with fun. We have focused more on interaction, to make the user not feeling of less than a real chess.

Software Specification:

- Technology Used: SFML Graphics Library
- Language Used: C++
- User Interface Design : Windows OS

Hardware Specification:

- Processor Used: Intel Pentium or above
- Operating System: Windows 7 or above
- RAM: 4GB or above
- Hardware Devices: Computer System
- Hard Disk: 256GB or above

Future Scope:

With this project we will be aiming to people back in the playing the gaming which makes brain's strategical thinking ability interactively and with fun as well.