Team: Hunter Leise
Vincent Mahathirash
Raymond Duncan

Title: Chesspionage

Description: An online chess variant in which you cannot see the identity of the other player's pieces. You begin the game by choosing the locations of your pieces in the first two rows of your side of the board. Then, just like normal chess, you each take turns moving your pieces. Based on the way your opponent's pieces move, you can begin to infer their identities. The game ends once a king is captured.

Actors: Player

Functionality:
- Working chess engine which controls legal moves and the game state
- Basic and intuitive UI
- Simple AI opponent
- Players can sign up
- Players can log in
- Configurable player settings (such as how the game board and chess pieces look)
- Viewable player profile (including win-loss record, profile picture, etc.)
- Save game state for later use

Stretch Functionality:
- Complex AI opponent
- Multiplayer over network
- Multiple game types
- Save game replays (go back through your old games move by move)
- End world boredom