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Title: Chesspionage

Description: An online chess variant in which players cannot see the identity of their opponent's pieces. Players begin the game by choosing the locations of their pieces in the first two rows of their side of the board. Then, just like normal chess, players take turns moving their pieces. Based on the way the opponent's pieces move, players can begin to infer said pieces' 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 for players to control the chess pieces
- 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 and profile picture)
- Ability to save the game state
- Ability to return to a previously saved game state

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