The Great Chess Program Release Notes

The priority levels for the requirements are:

Required - Priority 1. These are absolutely essential to the project and can’t be cut

Nice to have - Priority 2. These are strongly recommended, but could potentially be cut if the project goes bad.

Wishlist - Priority 3. These are not really required. If the project goes quickly and there is extra development, we’ll get to these.

What we did implement:

Priority 1

Move validation for all pieces’ normal moves

Move validation for pawns

Check

Checkmate

Networked Play

Priority 2

Match Making

Known things we didn’t implement:

Priority 1

Castling - buggy, only for one side

Promoting Pieces

Stalemate

Priority 2

Menu Back Buttons

Resignation

Pieces Taken Board

Priority 3

Sound effects

Saving & Loading

Bughouse check

My Opening Book

Timer

Bug List is in Bug List