

Estevan

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Presentation Outline

- The Problem
- Our Solution
- Demo
- Future Implementation

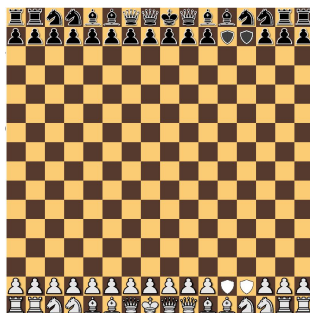
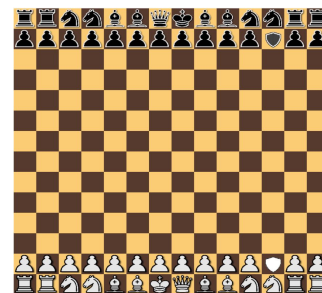
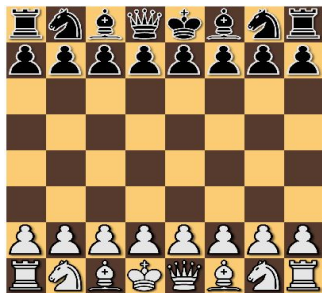
The Problem

- Not knowing how to play chess
- Want to play with siblings, but they are unavailable due to university requiring them to attend in-person labs during a global pandemic

Our Solution

- Play the chess with our own rules
- Create an online platform to connect with our siblings to play OUR variation of this game

- Different size of boards



- Own Rules
 - Pawns
 - Knight
 - Queen
- Own Characters
 - Vanguard



Technologies used

- Python
- Pygame
- Node
- Express
- Mongodg

- Frontend and Logic: Python and pygame
 - Session: Node and Express
 - Database: Mongodb
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- Note: All the game logic is done client side to decrease the load on the server

Data Structure and Algorith

- For each piece on the board, our algorithm calculated all the possible moves in accordance to each piece's rule
- The most frequently used data structure were arrays to store the position and the possible moves for each piece.

Technologies used

Demo

Github: <https://github.com/icebox20/wec2020/tree/main/game>

Future Implementation

- Optimized check, checkmate functions
- Add a feature to play against computer bot

References

<https://www.youtube.com/channel/UCaEohRz5bPHywGBwmR18Qww>

Questions?

Thank You!
