Java Application proposal:

Chess Game, simplified

The chess game will be done on a phone, with a server on the back-end choosing a random piece and doing a valid move for it’s turn (I need to keep it simple for first try).

Use case diagrams and documents, and state diagrams and sequence diagrams; will help form the framework of logic for to programing, so each part can be programed according to their needs.

JUnit tests will allow for each working part to be automatically tested as other parts are added to it

I will use JSON to communitate with the back-end.

I will structure it as an MVC

In order for things to run as desired I will likely have to use threads, executors, and runnables