1. Project Name: Chess Game

2. Introduction:

As a chess player, I could play chess with my friend with a physical board and Chess pieces. But I want to play it on my computer as I play against another player who is playing on his/her PC. The problem is that there are not many free, open games available on the internet for pc where you can sit-down and play Chess with someone.

3. Project Proposal:

This is basically a simulation of the popular board game Chess. It is a multi-player game, where the player will play against another human player. The goal of this project is to create an easy to interact, pick up and play game, which can be played by all ages. As long as there are at least two players and the both players have a desktop/laptop computer. Through Java I will use my Object Oriented Analysis and Design Methodology to conduct the analysis and development of this software.

4. Features:

a. Play Game:

   i. Player will see the board and the pieces.
   ii. Player can make moves.

b. 1v1 Network Play:

   i. One player can host a game and send an invitation to his rival.
   ii. Both players can make moves.

c. Log:

   i. Moves of both players will be logged onto a list chronologically.

d. Legality Check:

   i. Both player can only make moves that follow the rules of chess.

e. Quit:

   i. Any match can be abandoned through the quit button at any time.
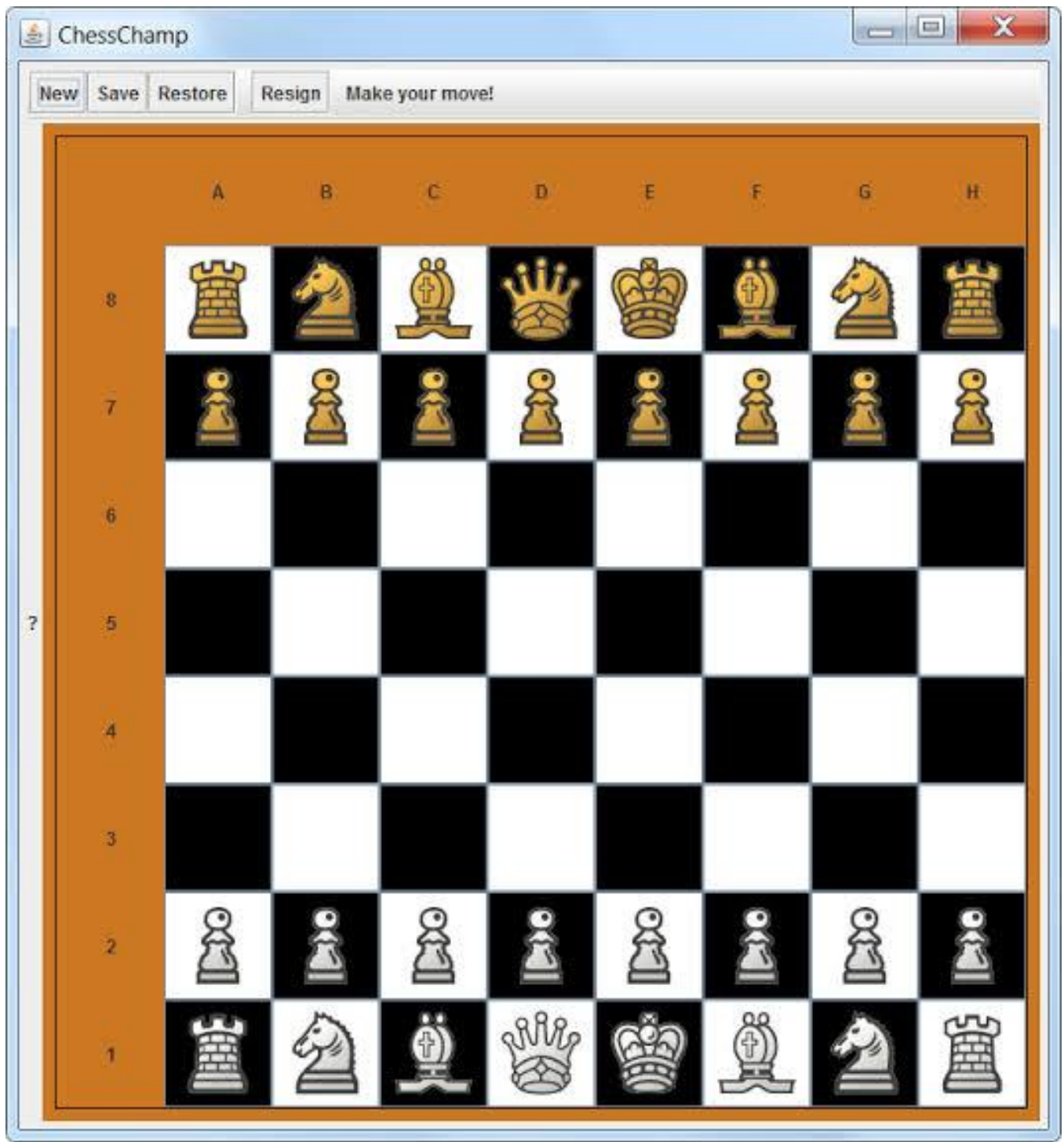
5. Mock-Up User Interface:

Figure 1: Mock-Up User Interface for the Chess Game.

6. Technologies:

Java programming language is being used to develop the game. Program coding with be done with the help of a NetBeans IDE program by Oracle Corporation to develop the program source code. Here is a list of basic Software needed to run the program:

a. Windows 7, 8, 8.1 or 10 operating system.

b. Java SE DK 8, Update 111 (64-Bit) or above.

c. NetBeans IDE 8.2 for editing program.

d. JavaFX

e. Java GUI Framework

7. Proposed Timeline:

a. November 26th, 2019: Play game ready.

b. December 3rd, 2019: 1v1 network play ready.

c. December 8th, 2019: Log, Quit and Legality Check ready.

d. December 10th, 2019: Working Prototype ready.

e. December 14th, 2019: Complete.