



Processing Chess

(Interaction)

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1

Objective



Objective

To develop an application (chess game) that interacts with the final user by using the proscene library.



2

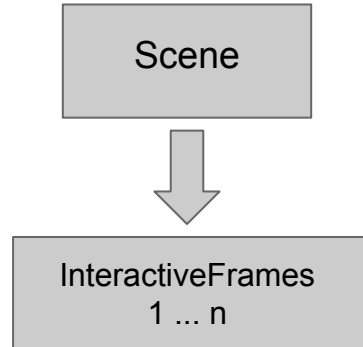
Interaction



Interaction

Elements the user can interact with:

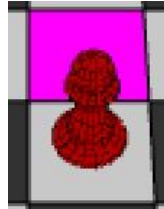
- ◆ Chess pieces
- ◆ Chessboard





Interaction

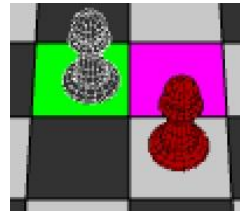
It allows to select the piece to be moved by clicking on it.





Interaction

It shows all possible playing options on purple color and all possible captures on green color.





Interaction

It allows to select and execute a playing option by clicking on the final position of the selected piece and on the event that there is a piece on the final spot, it allows to capture it too.



Interaction

It allows to rotate the 3D board on the left hand side to see it from any perspective.



Interaction

There is a minimap that shows the 3D board from the upper view, it is also synchronized and allows the players to make moves (play).

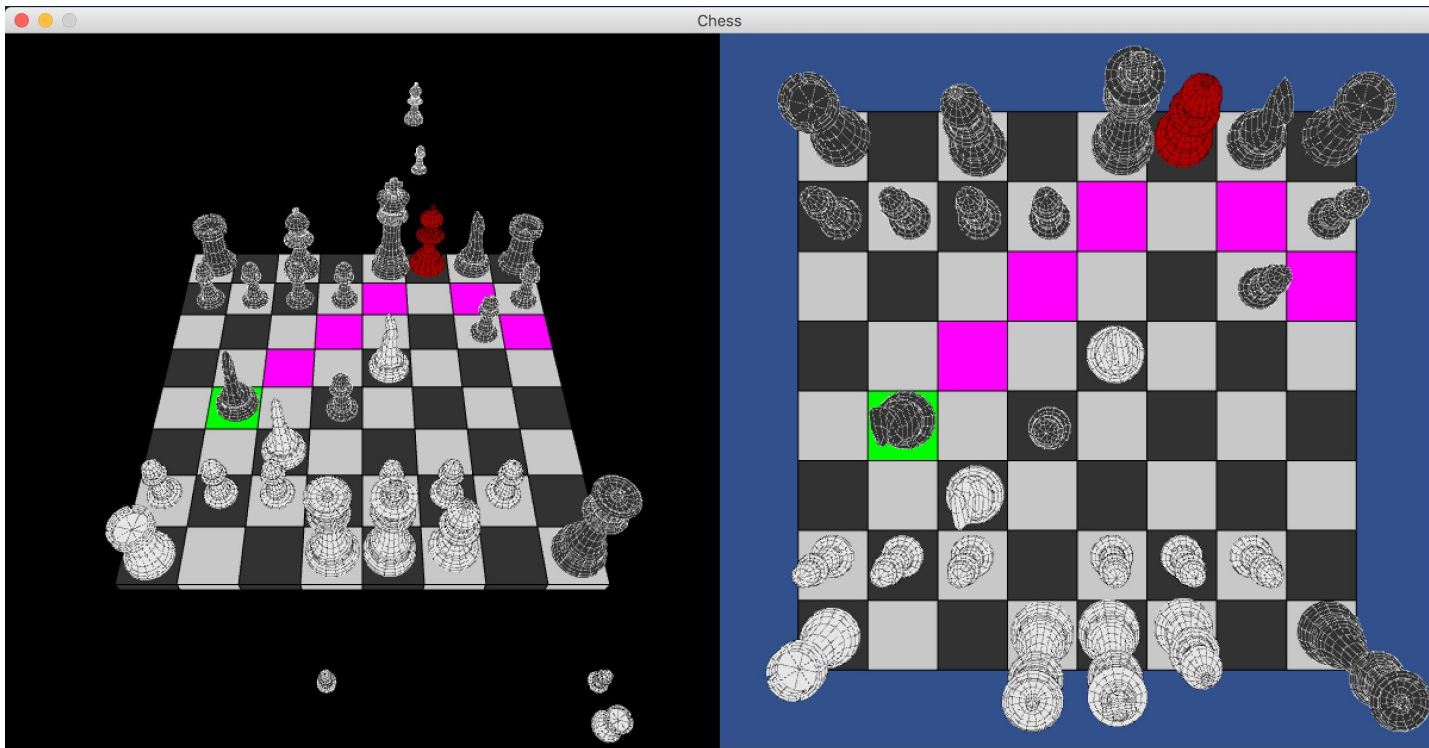


3

Demo



Demo





4

Conclusions



Conclusions

- By using the Proscene library we are allowed to easily control all elements on a scene
- Some improvements on the look and feel of the board and the pieces could be done and also by using lights through the Shaders functionalities (next handout).