# Project Description

## Chess game

Team members:

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Resources and tools:

* jQuery for object creation/DOM manipulation
* jQuery UI – for handling dragging/dropping
* Quint – unit tests
* Modular approach: chessController, piecesController….
* Social media sharing

Structure:

* **chessController** - for initializing and visualizing the board. Hndling of drag/drop are done there
* **piecesController** – for initializing pieces. Contains base class **Piece**, and inheriting classes – **Pawn, Rook, Knight, Bishop, Queen, King**
* **scoreboard** – adds moves to local storage and visualizes them

Repository:

[**http**://js-apps-teamwork-lemon.googlecode.com/svn/trunk/](http://js-apps-teamwork-lemon.googlecode.com/svn/trunk/)