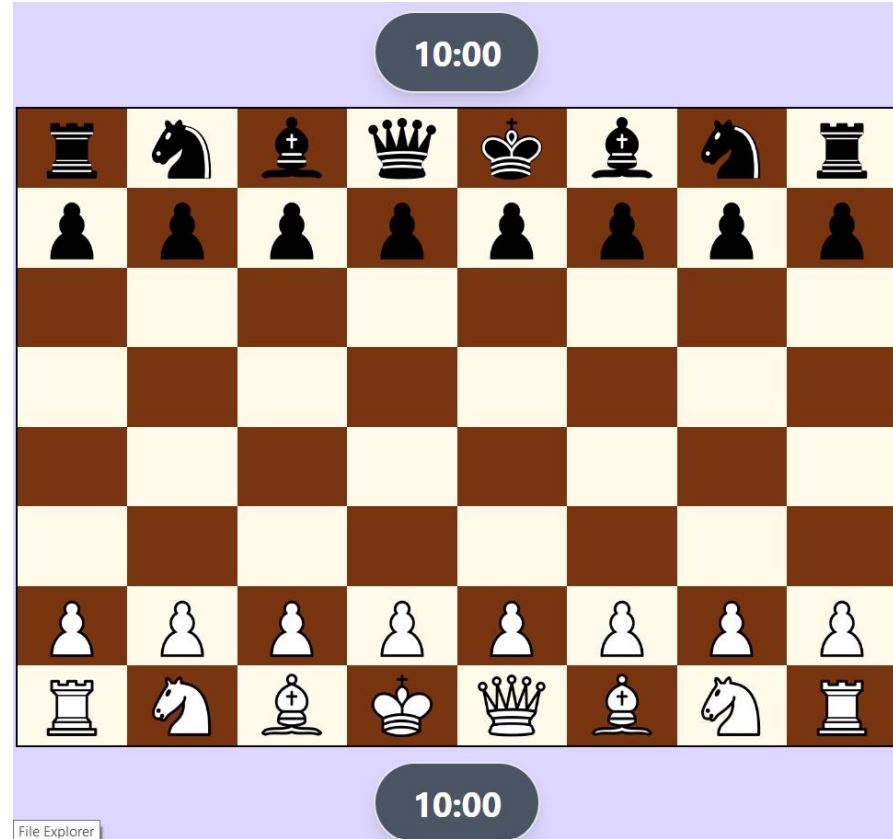# Chess

Kyler and Mike

The Project

- Interactive, multiplayer chess game
- Multiple page format
- Client to client communication
- Real-time server state

Technologies Used

- Nodejs and Express
- MongoDB and Mongoose
- Path and Url (to make routing easier)
- Cookie-parser and jsonwebtoken for authentication
- Tailwind CSS
- WebSocket
- Http

Development Process

- Used OOP to describe properties of each piece and the board
- WebSockets to communicate back and forth between server and client
- Tailwind for all styling purposes, pulled images from Wikipedia
- Database use only for login

Takeaways

- Look more into adding developed libraries like React, TypeScript
- Don't try and sync multiple objects (pieces and chessboard)