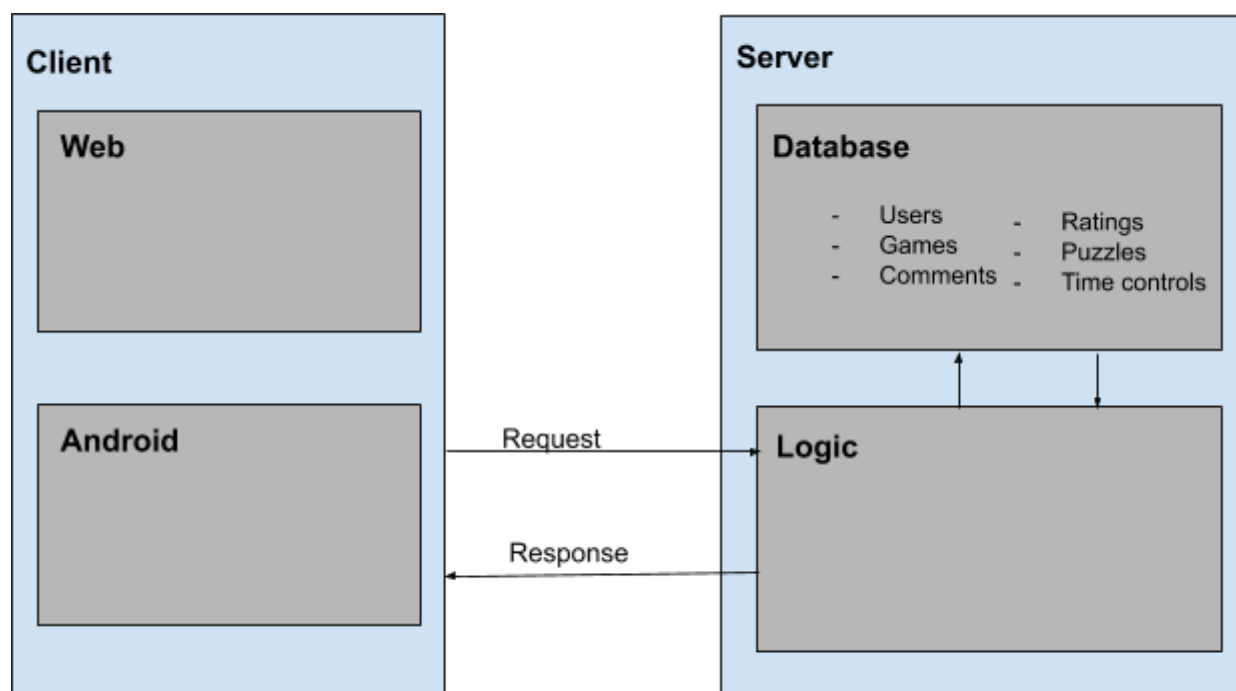


System Definition - AG 15

The purpose of our system is to provide a great platform for playing games of chess with friends from your webbrowser or android phone. Users should be able to play games of chess in real-time or solve chess puzzles. Commenting games is encouraged to be an active part of the community. The users ratings will be updated according to the games they played and can be viewed by any user. Different classic time controls of chess will be supported by the system.

The following diagram shows the general architecture of our system:



Backend: The backend is a core component of our system, it contains all the data, it contains the business logic (i.e. keeping track of games being played etc). It enables the clients to communicate with each other.

Client: Our system has two clients, web based and mobile. Both types of clients will be able to communicate with each other (i.e. mobile -> web and all other combinations). The client serves as a user interface to our system. This is where the user can log in, play games with other people online and simply use our application.

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