Project Proposal
Group Name: Checkmate
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Project Description
This project is going to be a chess game which can be played on a computer. The chess game will include a fully functioning chess board that will follow all the rules of piece movement.

Minimum Features
For a basic demonstration of the project the features that must be completed include:
-chess board and functioning pieces as a GUI
-the ability for two people to play chess on a single computer
-start menu
-save game option in the start menu

Feasible Features
-User Database which includes ELO calculator and a ranking system
-Multiple ranking systems including most tournaments won, highest score based on chess pieces taken, most time played and more.
-user profile, contains username, activity and score
-Different user types including Guest(who can play games), Players(who can play games and have stats saved), Administrators(who have access to the database and tools for creating tournaments) possibly others.
-leaderboard, compares all the user scores in the database to each other
-tournaments, round robin and single elimination. possibly other tournament styles can be implemented. The tournaments are run through an admin who places people into a pre built template of the tournament style.
-Achievements based on data base and tournament placement
-checkers
-gamemodes(blitz, bullet), single player and tournament style play
-Prebuilt Chess Puzzles. There will be some pre determined chess situations where the user must find ways of solving the puzzle based on the rules of the chess pieces.

Wish list
-replay mode that allows users to watch games that have been recorded
-Online Play via a network system
-AI
-Profile Picture
-Full Screen
-Graphics Options
-Kriegspiel
-Chess Trainer

At least two people will have working knowledge of each project component at any given time. This will provide redundancy in case a member is lost. If a group member leaves the group then tournament functionality will be dropped. The user database will still be implemented, however. If a group member is gained then we will implement a network server software component, which will allow players to compete across a network.