**Introduction:**

This is a simple chess application. It implements all the basic rules of Chess game. Players can be selected from a list of existing players, or a new player can be created. User statistics are updated as and when required. The application responds to each selection by indicating all the possible moves. It enforces restriction in case the King is under check. It is a timed game and a player loses his right to move once he runs out of time.

An introduction to the Chess Game can be found here: <http://en.wikipedia.org/wiki/Chess>

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**About the Code:**

This code was written by us as a part of our mini project for the “Paradigms to Programming” course in 3rd Semester (B.Tech in Information Technology). It is written in Java. It implements all the fundamental concepts of Object Oriented Programming.

For more details about the Classes used please refer Project Documentation.

**Please Note:** This game was made with an intention of learning. We hope this code will help others in understanding OOP Concepts.