Matthew Tosques CSE248

Prof. Chen Final Project

**deepbleu**

This project, deepbleu, is a chess game for both Android and PC. A central server will host online multiplayer matches using a client-server model. Client-server communication is performed using JSON via the GSON library. Players will need to register a username and password to play against the server or another human. Usernames and passwords are stored in a server-side sqlite3 database. An AI opponent is available online or offline, but online play will allow for more computationally intensive AI parameters. The server will preserve the state of the game if a player exits the client, except in the case of human vs. human match, where exiting the game constitutes a draw. The number of wins, losses, and draws will be recorded for each player, as well as the server-side AI.