GROUP 20-CHESS GAME

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DOCUMENTATION TEAM (README, Report, demo video)

During the course of this project, my primary contributions were focused on documentation and media presentation. I was responsible for preparing the README, report, and demo video, which ensured our work was both accessible and well-presented. The README was particularly important because it provided a clear overview of the project structure, installation steps, and usage instructions. While developing this, I collaborated closely with the UI team to make sure the documentation accurately reflected the chessboard interface, its functionality, and how users could run the game smoothly.

I also edited the demo video to highlight the most important aspects of our chess game, such as piece movement, turn-taking, and checkmate detection. This process helped me appreciate the importance of clarity and storytelling in technical communication. A well-edited demo not only showcases the software but also demonstrates the team’s effort in a way that is engaging for viewers.

Through these tasks, I learned how crucial documentation is in bridging the gap between developers and users. I also developed stronger skills in collaboration, technical writing, and video editing. Most importantly, I realized that even though my role was not in coding the core logic, my contributions were essential in communicating the project’s value and usability.