I, **Chidubem Godsfavour Ogbonna**, was fortunate to work on the **Group 20 project**, which involved developing a chess game. My main contributions were focused on backend game logic, with some additional work on the user interface.

I was responsible for implementing **move validation**, ensuring that both legal and illegal moves were handled correctly. Although I only had a basic understanding of chess at the start, I deepened my knowledge by studying the **chess library** and its documentation. This enabled me to implement a feature that displays all possible moves when a chess piece is clicked.

On the UI side, I contributed by implementing the **drag-and-drop feature**, and I also worked on enhancing the user experience. For example, I designed the king to be highlighted in red whenever it was in check or checkmate, which made gameplay clearer and more engaging.

Through this project, I significantly improved my understanding of **object-oriented programming.** I learned how to manage different game states, implement interactions between components, and debug effectively by testing each feature after development. I also gained an appreciation for the importance of **design features in user experience**, realising how much small details can improve the overall quality of a game.

Overall, this project taught me not only technical skills but also **problem-solving, patience, and the value of breaking tasks into manageable steps.** It has given me greater confidence in my abilities and prepared me to take on more challenging projects in the future.