



# Chess Blitz Champions

---

NIKHIL PANDETI

NVP293

NIKHIL.PANDETI@GMAIL.COM

# What is Chess Blitz Champions?

---

Chess Blitz Champions is a mobile online multiplayer chess game with a blitz style 10 minutes of thinking time for each player. Each game is match made using an in-game ELO rating system to create a competitive and fun atmosphere for each player by pitting them against opponents of similar skill level.

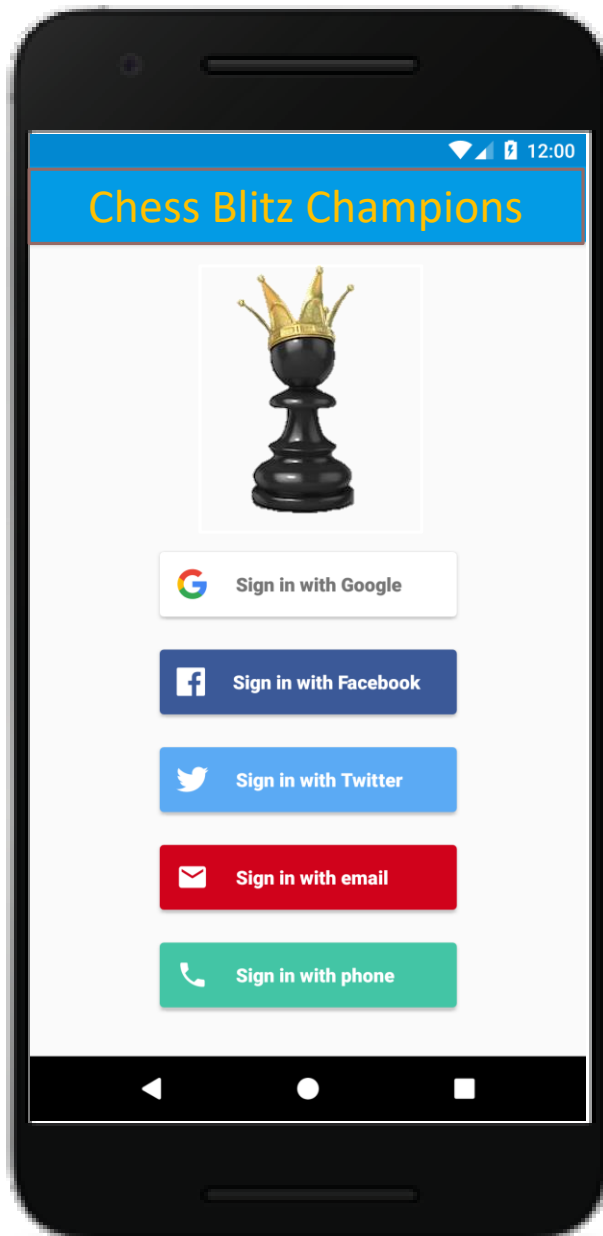


# Major Subsystems

---

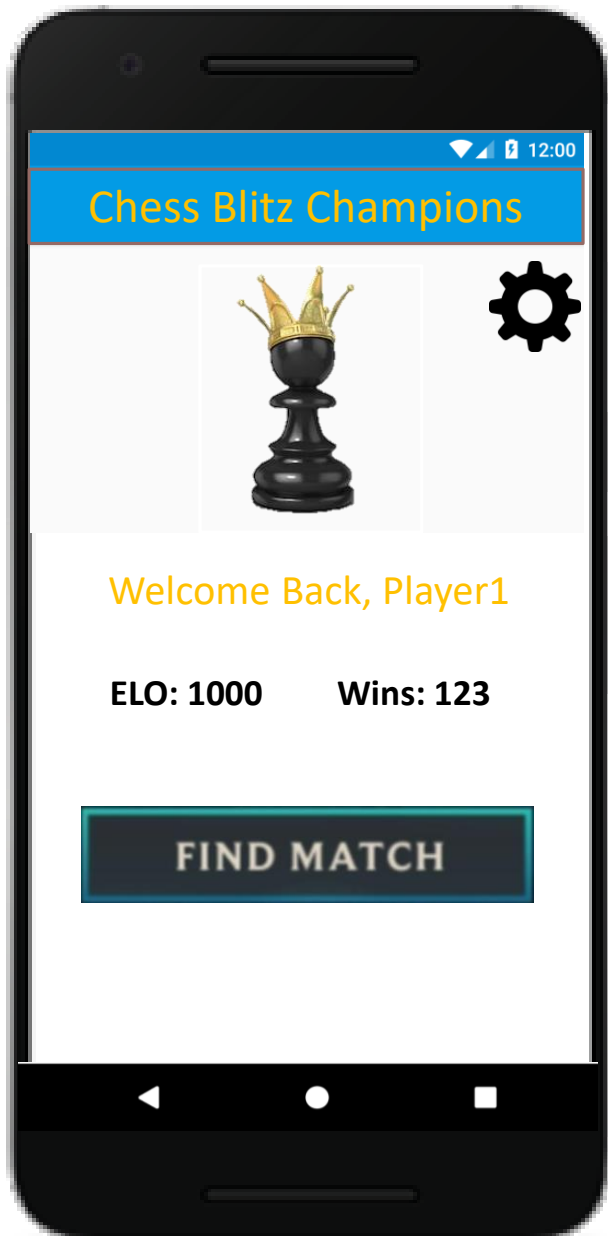
- ❖ User Account Registration/Login
- ❖ Game Home Page and Menu
- ❖ Game Board with Chess Clock
- ❖ Chess game logic
- ❖ Match making engine
- ❖ Online Multiplayer
- ❖ ELO Rating System
- ❖ Settings





# Login

---



# Home

---



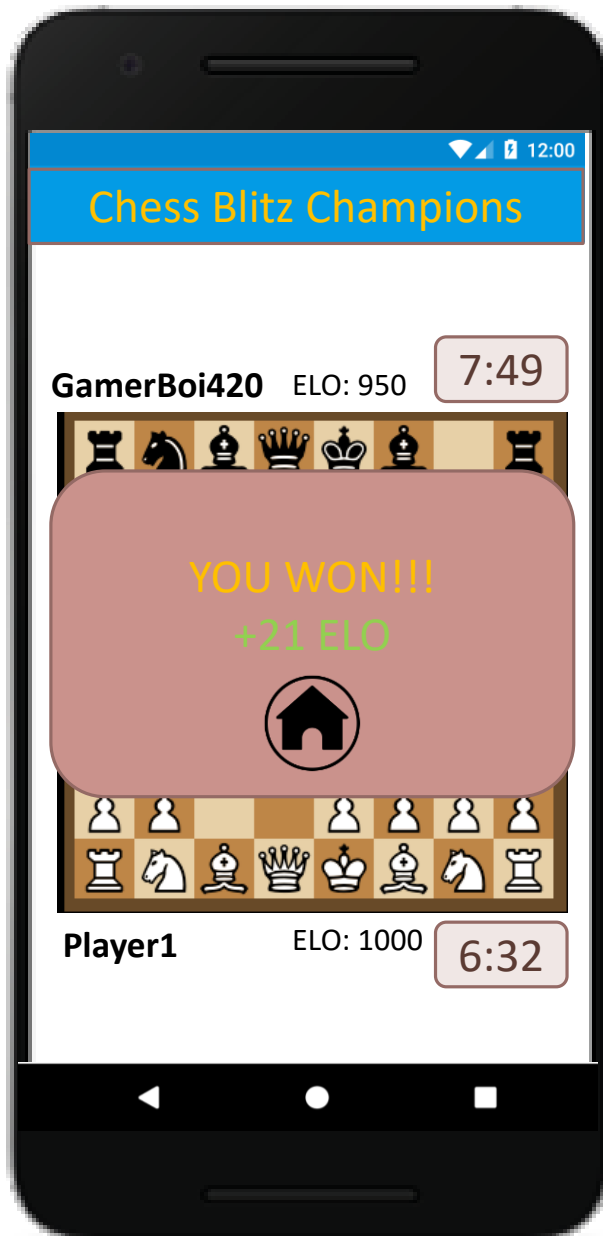
# Settings

---



# Game

---



# Results

---



# Week By Week

---

Oct 29 – Nov 5: Menu Layout, Home Layout, Firebase Login, Settings Layout

Nov 5 – Nov 12: Game Screen Layout, Chess Board and Pieces, Chess game logic + Chess clock

Nov 12 – Nov 19: Create Firebase Realtime Database and implement Multiplayer events

Nov 19 – Nov 26: ELO Ranking System and Matchmaking System

Nov 26 – Dec 3: Win/Lose Result Popup + Bug Fixes

# APIs I'll be Using

---

- ❖ Firebase Authentication
- ❖ Firebase Realtime Database

# Functional Spec for TA on 11/15

---

- ❖ Login/Register with Facebook, Twitter, email, and phone
- ❖ Home Layout with user display name and buttons for Find Game and Settings
- ❖ Settings Layout with edit display name functionality
- ❖ Chess board Layout with local two player functionality
  - ❖ Pieces move
  - ❖ Checkmate
  - ❖ Draw
- ❖ Working 10-minute chess clock that starts and stops according to player moves. Game ends if time runs out

# Inspiration

---

I was inspired by the hundreds of existing mobile chess apps.

Most of the functionality is very standard.