

1 Project Specification

1.1 Focus

The focus of this project is to gain experience with Angular and Node.js¹. Where applicable this project will attempt to utilize open-source projects and existing systems when achievable.

FEN We are using FEN (Forsyth Edwards Notation) to keep track of the positions and moves on the board. This is supported by similar applications and programs that could enhance the application such as Stockfish (w/ UCI).

1.2 Development Environment

Devin Uses vim(neovim), emacs, Bluefish, angular cli, and Firefox Developer tools.

1.2.1 Libraries

The project utilizes Angular Framework and Google Identity API (User Authentication), both have their own dependencies which are imported.

1.2.2 Frameworks

This project is developed using the Angular Framework (11.1.2) with TypeScript (and CSS) along with Bootstrap CSS Framework.

1.3 Platform

This project is developing a web application.

1.4 Genre

This project is developing a MMO*² board game.

¹Devin didn't know about Angular until this project, and only used NPM to download software.

²Optional Requirement