**Chess Program Functional Specification**

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This is how it’s gonna be.

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Actors – Those chosen few who represent all the users

* Great Aunt Beatrice – An elderly lady who enjoys chess, but doesn’t have the greatest eyesight, reflexes, or intuition about how computers work.
* Bobby – A high level chess player who likes taking vacations in Iceland. He didn’t grow up with computers, so he’s not convinced that they are useful for chess at all.
* Garry – An aggressive player who is comfortable with computers and wants to use them to take his chess game to the next level.

**1. Play Chess Against the Computer**

First, the user will choose to “Start Game”.

A menu with several options comes up:

* Single Player must be an option
* Unlimited time per move (for user)
* Choice between black and white pieces
* New Game must be an option (Standard starting position)

User can cancel out at any time before confirmation.

Once game starts, the user will click on a piece to select, and click a square to “drop” the piece there.

* Alternatively, “drag and drop” could be implemented (probably not, this is a “Could” at most)

There will be an appreciable amount of time between the user making a move and the computer making its move.

* If Great Aunt Beatrice cannot see each individual move being made with her trifocals, then she may become confused and think that the computer did not make a move and the game is broken. So, make it very clear that both moves were made.

There will be a visible list of all the moves made in the game so far.

* Garry is a real try-hard and wants to devise strategies on how to beat Deep Blue in the future. He doesn’t really want to record his moves throughout the game, but would like to browse through them after the fact.

Only legal moves will be allowed for both players.

* If Garry tries to take Deep Blue’s King on the first move, he will receive a visual signal that his attempt has failed and the state of the board will not change.

**2. Tutorial/How to Play**

Blah

**3. Save/Load Games**

**4. Set Up Board**

**5. Find Best Move/Hints/Continuations**

**6. Endgame Practice Mode**

**7. Classy Background Music**

**8. Multiple Time Controls**

**9. Play Chess Against Another Human Locally**