# CHESS MASTER

Group fall2024-g30

Project Vision

1. Purpose – Make a chess game using Java. By leveraging Java, we make it highly accessible and platform-independent.

2. Scope – This project will focus on a two-player mode that allows users to play against each other on the same device. The game will feature a standard chess rule set, move validation, and an intuitive user interface for moving pieces and navigating the game.

3. Future Scope – To provide network capability using Java Sockets and Implement single player mode by introduction Computer player such as StockFish.

Objective

1. **Accessibility:** Ensure that the game is easily accessible on multiple platforms.

2. **User Experience:** Provide a clean, user-friendly interface that allows players to focus on the game without distractions.

3. **Performance:** Ensure smooth gameplay and responsive controls, even on lower-end devices, by optimizing the game's performance and minimizing resource usage.
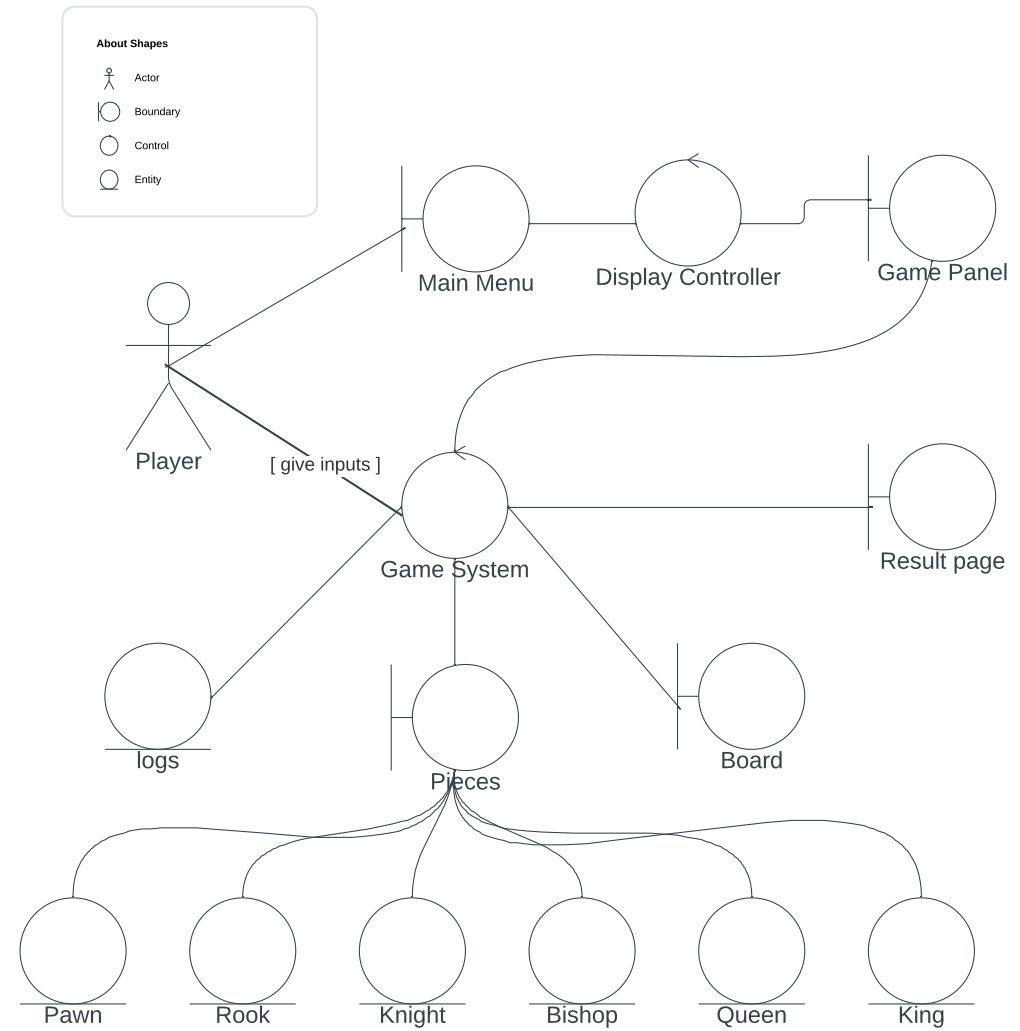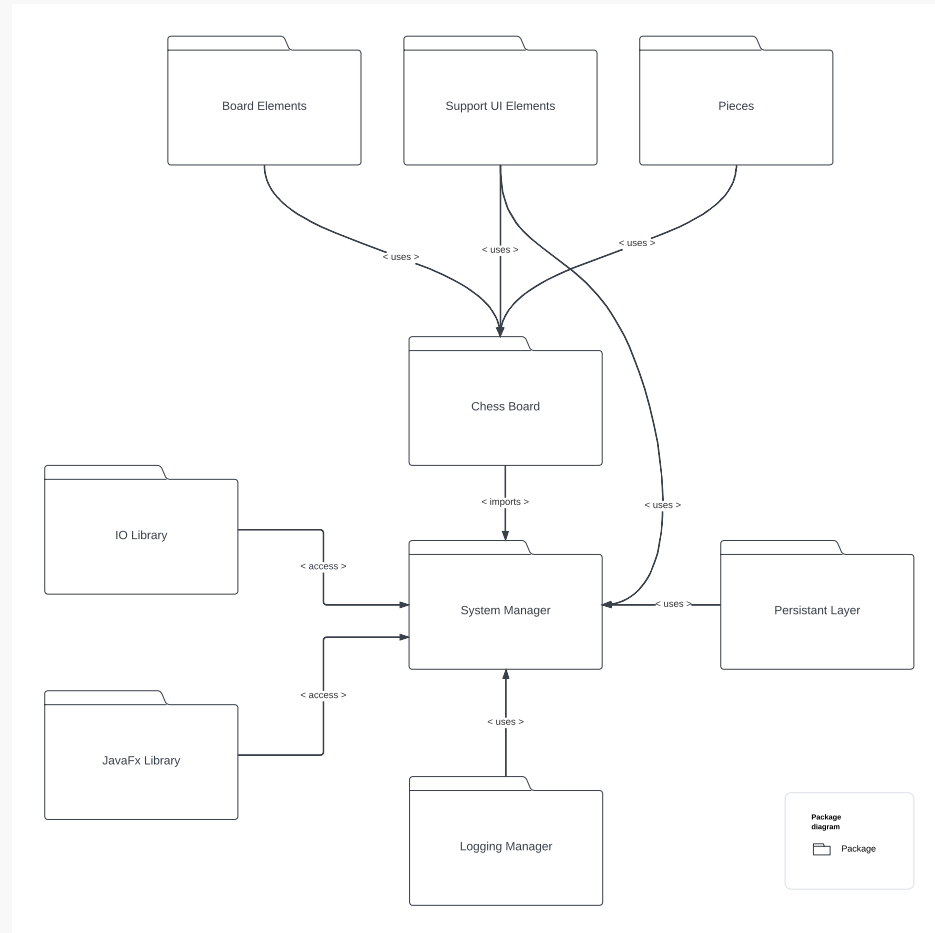
Requirements
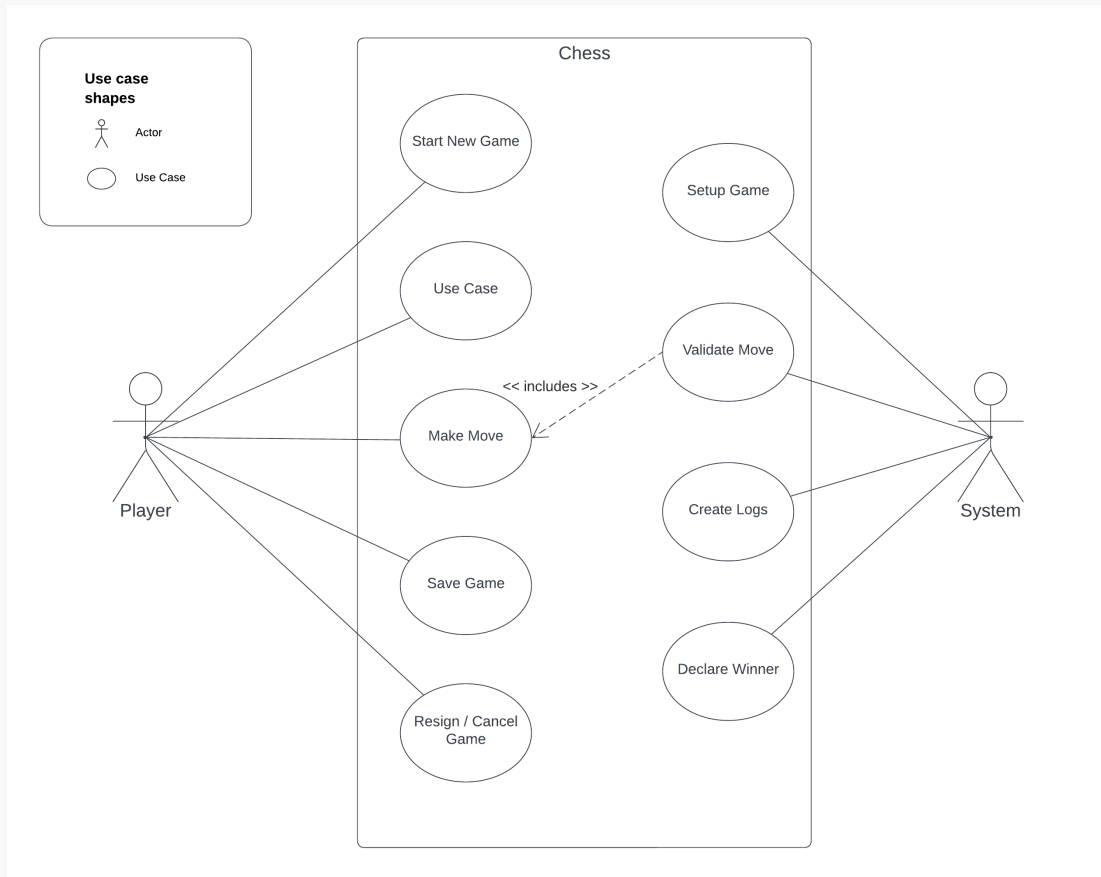
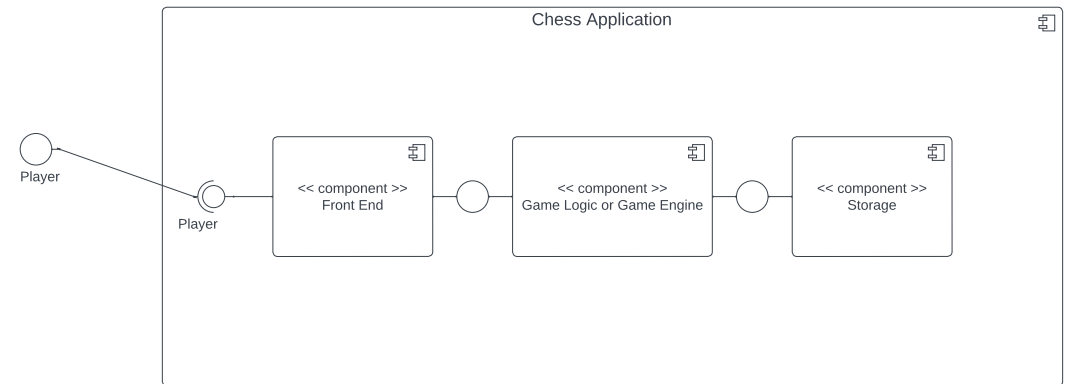
Use Cases diagrams
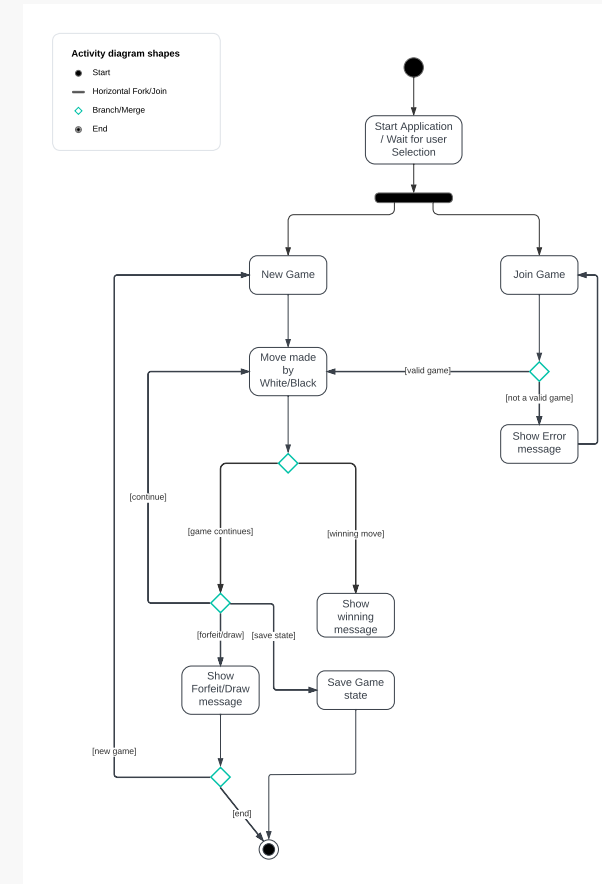
Activity diagrams

Analysis model

Robustness diagram

Architecture model

Package diagram

Component diagrams

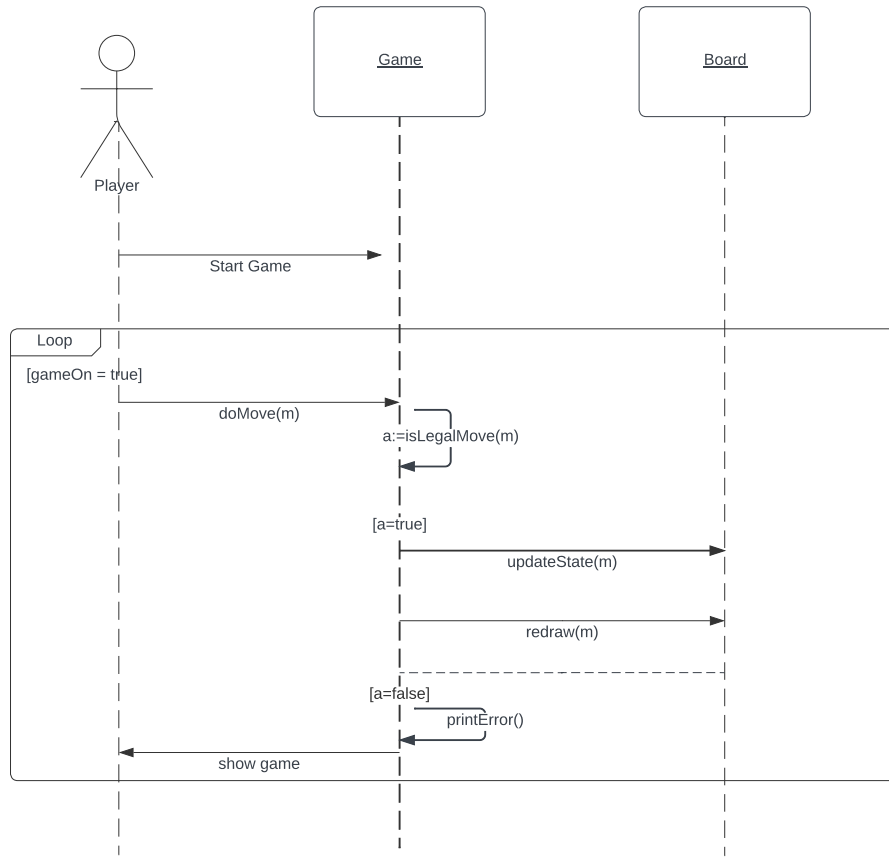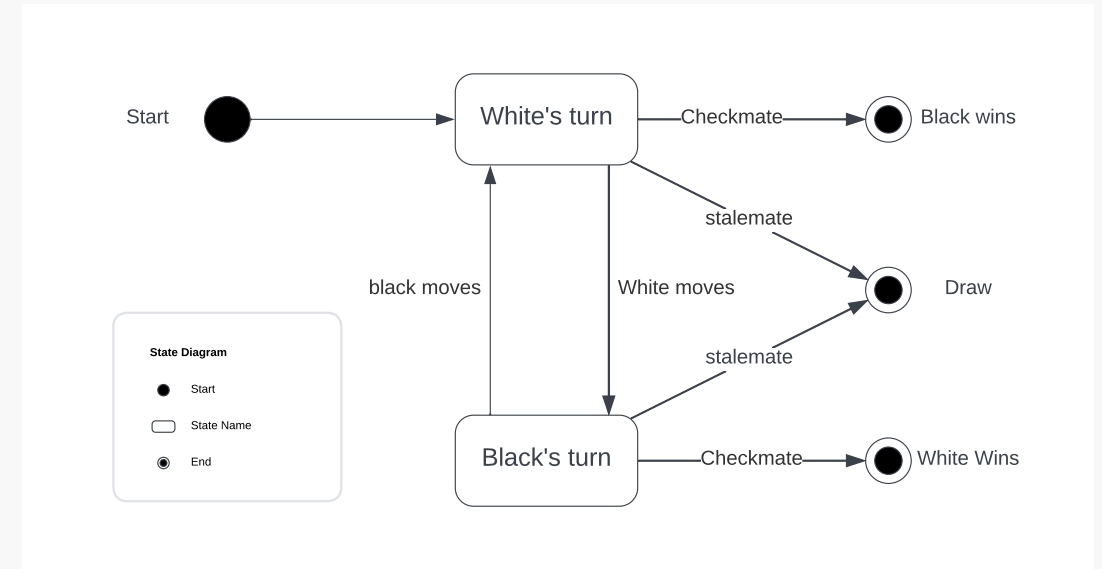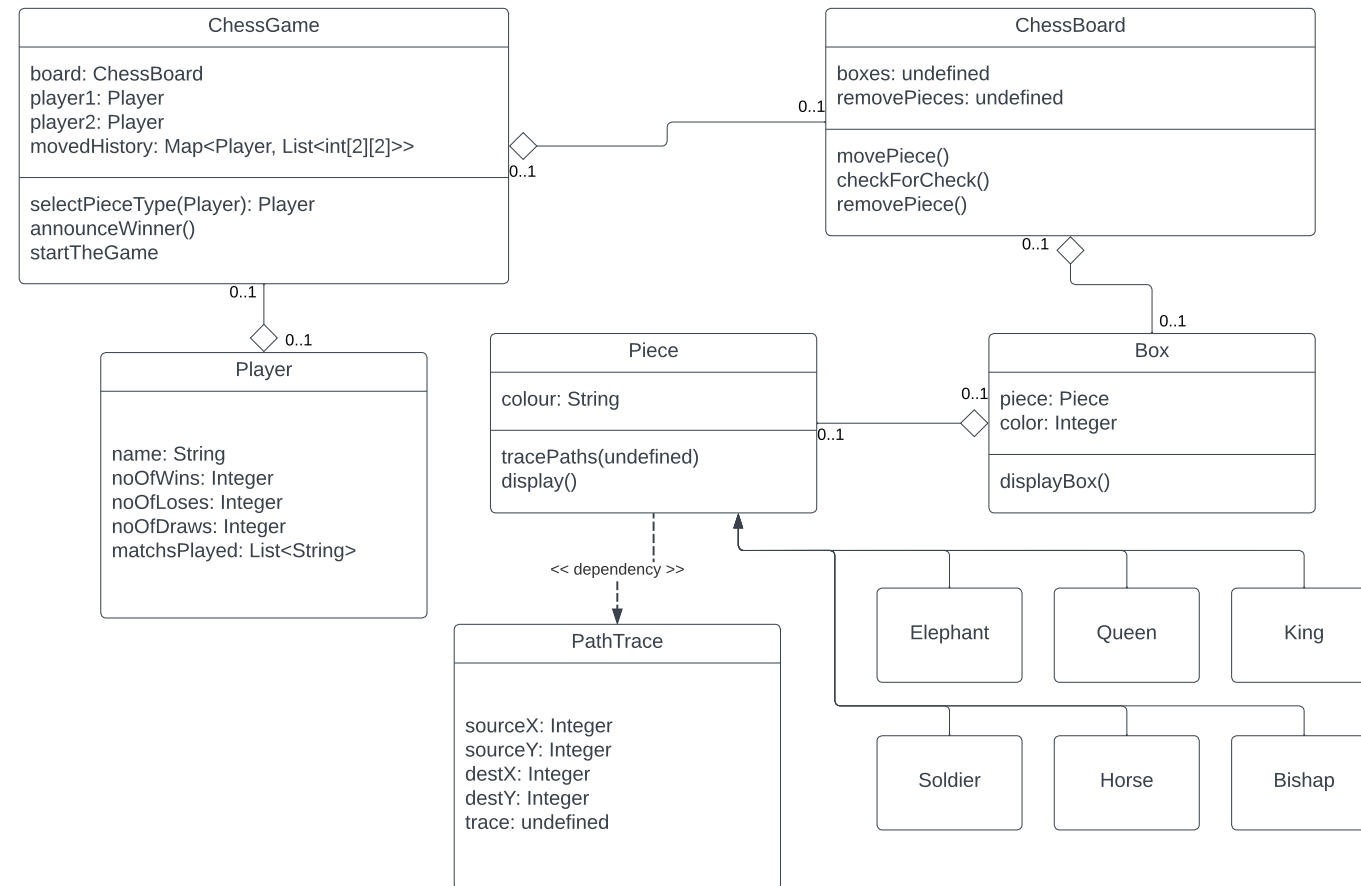# Design model

Sequence diagram

State diagram

Design model

Class diagram