**WEB Assignment 5**

**CSE2 75**

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part 2.1:

* A click on the play button in the splash screen routes the user to the game screen
* When a player clicks on a piece, it gets stored as ‘from’, which is later used in move validation.
* When a player clicks on an empty square and the ‘from’ has already been selected, the program checks if this move is valid. If it is valid, the move is made, else – a sound effect is played.
* When a user hovers over the button ‘rules’, a list of rules is displayed in the chat box. The opacity of the chat div is set to 0, but the opacity of the rules div is set to 1.
* When a user clicks the ‘send’ button, his input in the input box gets sent to the server and displayed in the chat box.
* When a user hovers over the chat box, it’s border changes colors.
* While a user clicks on the input box, it’s border changes colors.

part 2.1:

* For the game object we are using a Prototype-based constructor (just like the demo game)
* We are using a basic constructor for playing audio.