By our final version of the game we expect to have a two-player standard chess game. This game should automatically check for conditions such as check, checkmate etc. The programming concepts we plan on using to complete this project include but are not limited to: Search, Loops, Classes, Inheritance, 2-D arrays, exception handling and Sorting.

**Programming Concept Explanation**

**Search**

When building a game of chess, a requirement of getting it working is knowing the current state of the board in order to know how to make modification. When making a modification to the board you must search though the board and get information like whether or not there is a piece on the square you want to modify, or whether the piece on that square is an ally or enemy piece.

**Loops**

Loops are used in almost every class and method of our project. Uses vary from building the board graphics to calculating a moves legality.