



Online Chess

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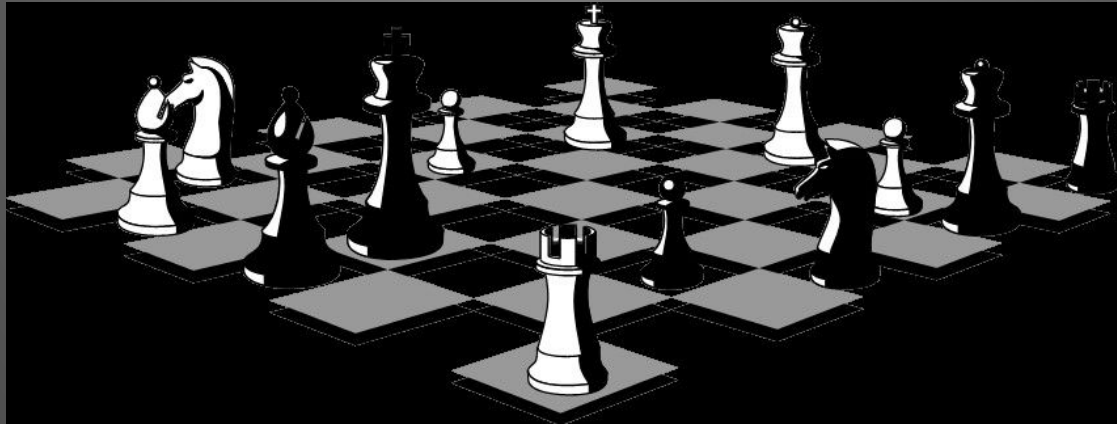
Our Application

Our Chess game will follow the standard rules of chess while being playable through an online platform with others. We are using Render, Node.js, Express and Postgres.



Implemented Features

We would like to implement a user authentication feature for when users log into the website. Another feature we would like to try and implement would be a stats or match history feature that allows users to track their past games and certain stats from their games over time such as pawns taken, wins/losses, etc.





Wireframe

1. Start Screen

2. Game Lobby (Start Game)

3. Create Game

Chess 
AI/HUMAN
Easy + ————— Hard


In-Game

11:00 Current Turn: White [32]

upper pieces

	○		○	○	
○			○	○	

lower pieces

○ ○

○ ○

○

move history

A6 → B1

A1 → B5

Design

5. Rules (How to play)

6. Log in / Register

Chess

Log in / Register

user:

pass:

if register
is selected
more boxes
appear.

7. End of Game

WHITE

WINS

Play Again

Back to lobby