

PROJECT DESCRIPTION

OF THE MYCHESS ANDROID APP

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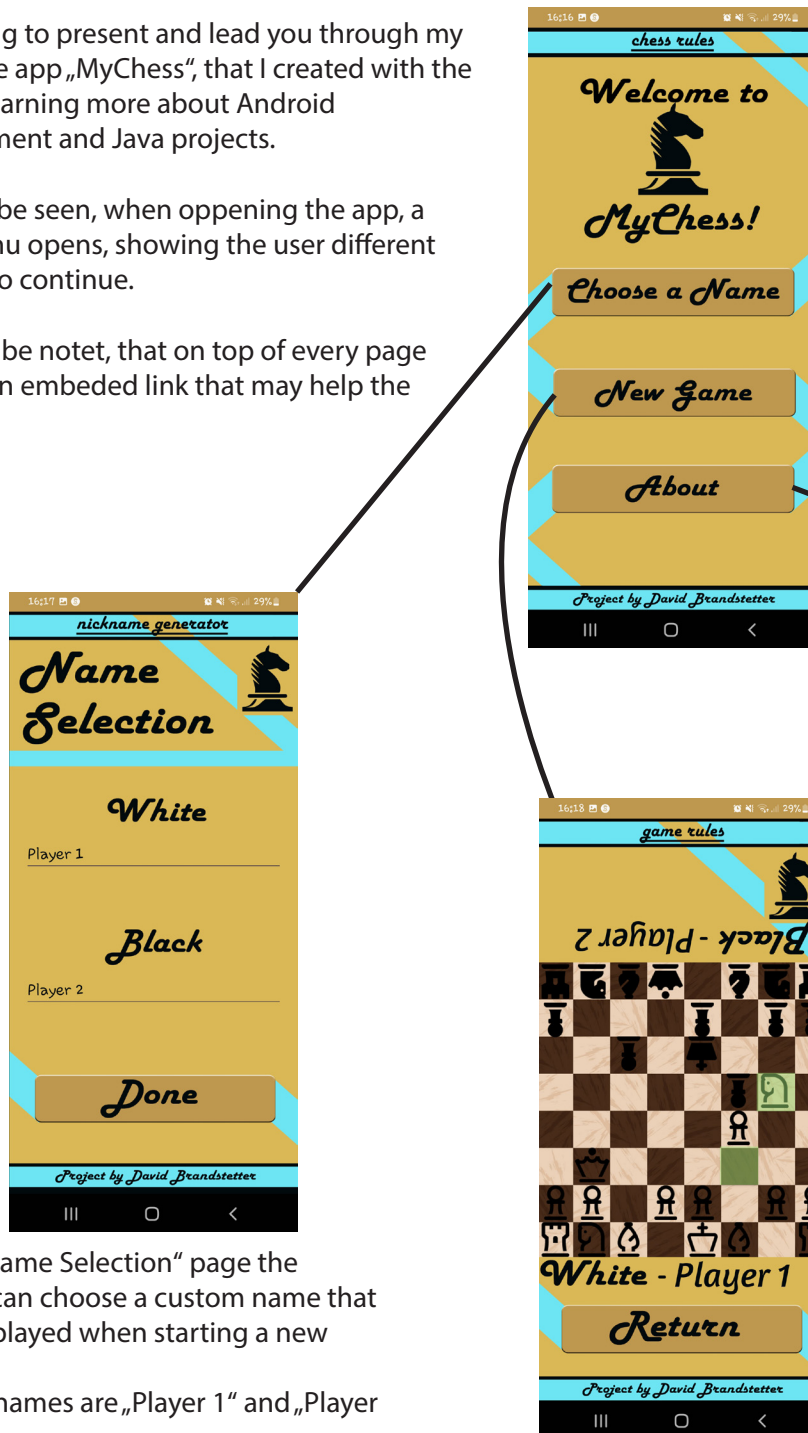
I am going to present and lead you through my self-made app „MyChess“, that I created with the goal of learning more about Android development and Java projects.

As it can be seen, when opening the app, a start menu opens, showing the user different options to continue.

It should be noted, that on top of every page there is an embedded link that may help the user.



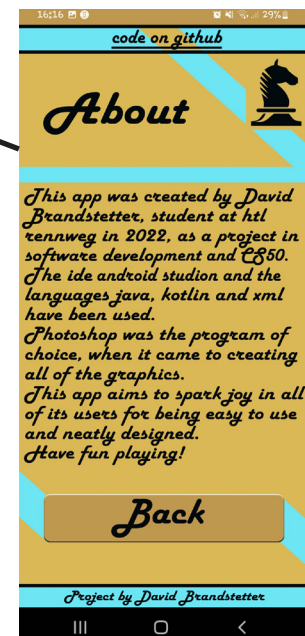
This is the app-logo of „MyChess“ that I created. It contains all the key colors that I used throughout the app.



In the „Name Selection“ page the players can choose a custom name that gets displayed when starting a new game. Default names are „Player 1“ and „Player 2“.

This is the most important page, the game page. Here a chessboard with all figures, as well as the names of the players get displayed.

The players may take their turns alternating. It is being checked, if the chosen position of the selected figure is valid. The path of the moved figure is marked as green. When one of the kings gets taken, the game is over and the winning player's name is displayed.



On the „About“ page I have just written a little about the app itself and how I did it.

Some more documentation can be found on Github:
<https://github.com/dbrandstetter/MyChess.git>