User Requirements Specification

Note: The glossary is in a separate file.

ID	Description	Type	Priority
R1	The chess game shall display a graphical interface which is used to interact with the program.	Functional	M
R2	The graphical interface shall highlight possible moves for a piece when the mouse hovers over said piece.	Functional	S
R3	The chess game shall have a multiplayer mode where you can play against another human.	Functional	M
R4	The chess game shall have a chess engine (Artificial Intelligence) which can be played against. This AI engine shall have 10 levels of difficulty.	Functional	M
R5	The chess game shall have a dynamic ELO rating system.	Functional	S
R6	The chess game shall have a log in system for human players. Furthermore the ELO rating of the individual player shall be saved.	Functional	S
R7	The database shall be implemented using JSON or sqlite.	Non-functional	S
R8	The chess game shall have a database which saves the user name, games played and ELO rating of the player .	functional.	S
R9	The chess game shall have a hint system in	Functional	S

	the game.		
R10	The Chess game shall have a Stop watch function which would time the total amount of time a player has been spending on his/her turns.	Functional	S
R11	The chess game shall have sound effects which triggers during play, for example when moving a piece.	functional	S
R12	The chess game shall have a complete rule set including en passant, castling and promotion	functional	M
R13	The AI shall be able to use opening books which may give him an advantage.	functional	S
R14	The chess game shall have an undo function which undo the last move.	Functional	S
R15	The chess game shall have an online multiplayer.	Functional	M
R16	The chess game shall have algebraic Notation.	Functional	S
R17	The chess game shall display captured pieces for both white and black player.	Functional	M