(Very) Rough Requirements for Chess Game

# REQ-1: Chess modes

Ability to play the following chess modes:

* Normal
* Four Player
* Chess 960
* Chess 4.5

With the ability to add more in the future.

# REQ-2: Save and Load

Chess game should allow the user to save and load any game mode.

This allowing the user to choose which players turn it was on load.

Whether the chess save is visible or not does not matter (i.e. saves are in the instance files or are backup enabled).

# REQ-3: Scenario Maker

The user should be able make (then resume/start) a custom scenario from the front screen.

The user should also be able to go into scenario mode at any time during a game to flesh out options.

# REQ-4: Timer Option

At the start of the game, the user should be allowed to specify if they would like a timer on the time a player can make a move.

The following options should be allowed (in minutes only)

1, 2, 5, 10 and custom.

Custom must always be in minutes and must have an 100min upper bound.

Users should have the option to allow either of the following options if the timer expires

* Random move
* Lose match
* Opponent can pick one legal move (i.e., it doesn’t put original user in check etc).

# REQ-5: List of Previous moves

The game shall maintain a list of moves. The user should be allowed to view the moves and revert to a previous move, should it be allowed at the start of the game.

# REQ-6: Graphics Option

The user should be allowed to play in either 2d or 3d. There should be the option to choose which 3d one they want. Further options may be added in the future. The user should be able to switch between 3d and 2d in game, without losing progress.

# REQ-7: Tile Labels

The user should have the option to turn on or off title labels. Both at the start of the game and within the game.

# REQ-8: Points

The user should be able to see how many points that they have gained and which pieces they have killed.

# REQ-9: Rules

The user should be allowed to view the rules of each type of game that has been supported.