**Project Proposal**

For our CPSC 233 projected we decided to do a chess board (category B). The functionality of the game will have three different modes; Player vs Player, AI vs AI, and Player vs AI. The interface includes the mouse as a feature to move the pieces from the Chess board. We have also developed the text-based version of the game, compile all of the java files, and then run through the game class and the text based also has the option of AI vs AI. Also finished the GUI versions of the chess game, that’s run through “GUI2” class.