Kevin Hoang

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Project Proposal

For this final project proposal, I plan to create my own iteration of Chess through a mixture of popular video game characters. The project will be named Super Chess Bros. and will implement multiple features similar to the original chess, but with a twist. For the HTML/CSS styling, the game will be designed on Phaser.io, a site specifically for designing a game with these specific elements. For the frontend, the screen will display a screen prompting the players to pick from a range of different characters, all with different moving patterns similar to chess. Therefore, players will be able to customize their chess team to their preferences creating a unique and exciting game experience every time. For the backend, the game will be hosted on a web browser for up to 2 players to compete online from their own individual machines. Whenever a player makes a move, that data will fetch and push the data to the web browser for back to back turns. The database requirements will require controllers for game programming, character pages for unique abilities, as well as javascript implementation to push data across on the web.

The inspiration for this app comes from my massive interest in gaming and wanting to create a unique game where all my favorite characters can battle it out, chess style. Therefore, the targeted audience will be towards those who not only enjoy chess, but also gamers who may be interested in learning chess.