

Non-Exam Assesment

Making an online chess game



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# Analysis

## Client

Any people who enjoy playing chess either competitively or casually online.

## Interview

* Q: "What is your idea?"
* A: An online multiplayer chess game that allows people to play against random people and their friends
* Q: “What do you want/what problem/s do you aim to solve?”
* A: Give people a free alternative
* Q:” Why are we doing this?”
* A: A free alternative to the many sites already deployed that will aim to look good be efficient and work well
* Q: “Who will be the end user/s?”
* A: Any people who are enthusiastic about chess either starting out or already experienced players who want to play against others or friends completely free online

## Project

A completely free online chess game that allows people to play games against friends or chosen opponents based of a rating

## Requirements

### Must-Have

1. Web App
   1. Simple and minimalistic while looking good
2. Ability to play games of chess
   1. Show available moves
   2. Allow all special moves such as castling, en passant
   3. Detect all scenarios such as checkmate, check, draw and stalemate
   4. History of the moves played
3. Play against friends by sending a link or some other method
4. Play against random opponents
5. Ability to see past games

### Should-Have

1. Make friends and easily play against them
2. Game review
3. Puzzles
   1. Make and solve puzzles from a community library
4. Chat between opponents
5. Rating based matchmaking

### Nice-To-Have

1. Computer bots to play against

## Research

### Competitors