

Project Proposal

CSC 492

Fall 2013

TITLE: CHESS GAME

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Proposal:

Develop a program allowing two or more players to sign into a server and play chess with each other. A nice example of this sort of program, as an applet, can be viewed at Yahoo Games (Chess).

Working guidelines:

- Development language: C#.net, a language providing solutions to all aspects of project development.
- Graphical User Interface:
 - I. Menu Bar:
 - II. Basic chessboard in center of panel with red/white squares, simple graphics for
 - III. Move history list on vertical right: Stores moves made in (this) game.
 - IV. Possible chat window at horizontal bottom: Players might be able to talk w/each other. Lines entered posted to XML file and appended to chat text area in application.
 - V. Basic Options on vertical left: For choices that need to be made quickly, or choices that would become too repetitive to continually use menu bar. Buttons might include resign, play, stand up, kick (if player owns table), timer, exit, find new game.
 - VI. Choose opponent page (a child form of main window): Allow user to join a game or reserve a table. Current games being played will be stored in data base table curGames on server.
 - VII. Sign-in page (also a child form): Allow user to connect to server. Stored in curPlayers data base table.
- Programming pertaining to chess game:
 - I. Legal chess moves only:
 - II. Detection of check/checkmate/stalemate scenarios:
 - III. GUI programming
- Back-end programming: Research will be extensive and based on current proposed solution:

Note: More possibilities expected to arise during development.

Faculty advisor

Signature

Date

Committee member

Committee member