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Affiliated to

Swami Ramanand Teerth Marathwada Universety, Nanded.

A Project Reporton

"Chess in Python"

Submitted for the award of degree of BCA(Bachelore of Computer Application)

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Year:- 2023 -2024





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CERTIFICATE

This is to certify that the project entitled "Chess in python" has been carried out by Mr. Quadri Furkhan saeed, Mr. Panchal Ravi Sadanand & Mr. Tadkale Samerth Suresh under my guidance in partial fulfillment the degree I,e. Bachelor of Computer Application of SRTMU, Nanded during the academic year 2023 – 2024

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3.ABSTRACT

However ,that not all you can do with notepad .If you have not played chess too much ,or even to you may be surprised by how easy it is to play chess.

Chess is a board game played between two players. The current form of the game emerged in Southern Europe during the second half of the 15th century after evolving from similar, much older games of Indian origin. Today, chess is one of the world's most popular games, played by millions of people worldwide. There are related games such as xianggi.

4. Project summary

The idea is basically to build a chess game program that allows two players to play against one another as if they were playing a real board game without a computer.

This is a basic offline chess program that I made using python. The code allows you to play chess locally with a friend, on one device only. It takes advantage of all the intricate chess mechanics and is a text based game. It utilizes standard chess notation for movement.