

The Great Mind Challenge - Project Scenario Template

Note: Already filled information should not be changed

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| 1. | Name of the Project | Chess Masters Club |
| 2. | Objective/ Vision | Creating and managing an Online Chess Club where game lovers can learn and play Chess games by different means (Chess tutorial, puzzle, game with computer or other player etc.). Professional players can take part in tournaments that is totally a commercial activity for site owner. |
| 3. | Users of the System | General end-users for fun. B. Chess tournament players. C. Admin/managers |
| 4. | Functional Requirements (Atleast Eight) | i. Registration and profile management for Players with their preferences. ii. Provision for Chess pieces movement polices. iii. Chess Watch must be available to all users. iv. Players rating evaluation algorithm. v. Tournament game management activities. vi. Game stop, resume and saving options vii. Facilitate communication between players using forums/online chat viii. Help, tutorial and instructions for end-users to learn chess game and puzzle ix. Strategic data and graphs for admin and authority x. Basic and advance admin facilities like backup/recovery of data, generating various reports etc. |
| 5. | Non-functional requirements (Atleast Four) | i. Secure access of confidential data (user's details). SSL can be used. ii. 24 X 7 availability iii. Better component design to get better performance at peak time iv. Flexible service based architecture will be highly desirable for future extension |
| 6. | Optional features | Java based client for User B & C • Basic level chess between User & computer • Customizable color scheme or skins |
| 7. | User interface priorities | A. Professional look and feel B. Use of AJAX atleast with all registration forms C. Browser testing and support for IE, NN, Mozilla, and Firefox. D. Use of Graphical tool like JASPER to show strategic data to admin E. Reports exportable in .XLS, .PDF or any other desirable format |
| 8. | Reports | A. Shows all the moves played in the game. B. Top 100 games between most rated players. C. Particular User's play pattern based on last 10-100 games D. Other general reports |
| 9. | Other important issues | Analysis of other players move in history will help a player to make a winning strategy. If you can provide any such feature(s) that would be highly appreciated. |
| 10. | Team Size | 2-4 students |
| 11. | Technologies to be used | UML, J2EE, XML, e-Forms, AJAX, Web 2.0, Web-services, SOA |

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| 12. | Tools to be Used | <ul style="list-style-type: none"> • ROSE/RSA / WebSphere Modeler • Eclipse/ RAD / Lotus Forms Designer / Portlet Factory • WebSphere Portal/ WAS/ WAS CE / WPS • DB2 Express – ‘C’ or DB2 UDB • Tivoli CDP/TSM / Tivoli Directory Server • Linux will be the preferred OS. |
| 13. | Final Deliverable must include | <p>A. Online or offline help to above said users, Application deployment executive and developer</p> <p>B. Application archive (.war/.ear) with source code</p> <p>C. Database backup and DDL Script</p> <p>D. Complete Source code</p> |