Chess2Web Project

Problem:

Chess games are played everywhere from on-line to local clubs and coffee shops. Game are often recored and many appear in books and magazines. Support for displaying a game on-line is currently some what limited. Some chess software packages allow for creating web pages from games, but they usually requiring creating a new page for each game. Placing games in a database and having one page that servers as a template is not commonly available.

Opportunity:

Developing a software program which is capable of keeping a library of chess games and displaying games on a web site will provide the following benefits.

- One HTML file allowing for easy changes to give the display the look and feel of the web site as opposed to reforming many HTML documents for each game added.
- Recognition for players and clubs as they could submit their games.
- Recognition for the developer. This will provide a great opportunity to gain greater experience with the .NET framework. It will demonstrate the developer's skill set with a working example.

Objectives:

- The system will need to be able to read Portable Game Notation (PGN) which most chess programs can export. Later more file formats may be added.
- The PGN format does only provides the type of piece and the destination square for each move unless it is legal for more than one of that piece type to move to the same square and then more information is given. The software will need to resolve the starting squares for each move. This can be done by keeping track of where each piece is and looking at what moves are legal for a given position.
- The system outputs the game's moves in a common format. This format can be stored in a database and be retrieved by a JavaScript AJAX call.
- Client Side JavaScript can read the common format and display the game.
- ASP.NET web interface to provide searching and selecting games to view. At some point user may be allowed to submit games on-line.

Current Project Status (October 11, 2009)

- Read PGN File Complete
- Resolve the starting and ending squares for each move. Complete
- Output the game in a common format. Complete
- Client side JavaScript to display the game Complete
- ASP.NET web interface In Progress (goal for completion 2/1/10)

System Implementation:

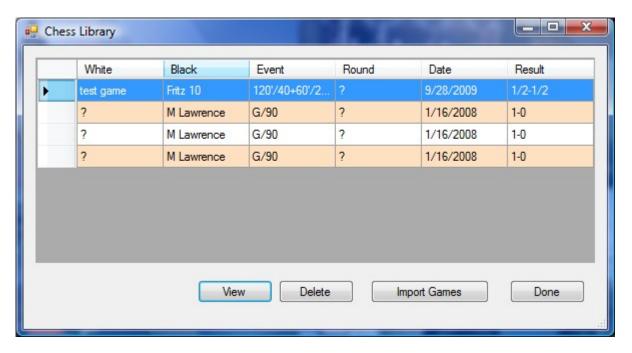
- Delphi.Net assembly for resolving the starting and ending squares for a given move.
- C# assembly for reading PGN data files and generating the common output.
- C# assembly for interacting with the library.
- C# Windows Forms application for providing user interaction when importing data files and
 providing a preview mode for viewing games in a Webbrowser control locally. The ASP.NET
 interface could support adding games to the database at a later date. The Windows Forms
 application allows the application to be given to a club using a web server without ASP.NET
 support.
- JavaScript client side control.
- ASP.NET Web Interface for on-line searching and database access from the website.
- Delphi.Net Unit Test
- C# Unit Test

Screen shots of the system:

Preview mode inside the chess2web software



A List of the games in the library



The view form Firefox

