Chess Game Recording System (ChessMove)

**Purpose**

Recording chess games played on one or more electronic chess boards. Solution will be used for doing demonstrations of the system, recording chess tournaments played with our electronic chess boards and analyzing previously played games.

**Set-up**

- Physical electronic chess boards send out moves made on them in real time.
- There is no cashing planned on chess boards.
- Moves are sent out from boards in Portable Game Notation (PGN).
- For connectivity 2.4 GHz local area WiFi network is used.
- Chess boards are connected to a single router.
- PC hosts server for processing data received from chess boards.

**Requirements**

- Receive and store moves (should be stored in PGN) made on one or more electronic chess boards connected to a local area network.
- Near real time graphical presentation of games being played.
- Final build should be installable on Windows PC or to be used through web application.
- Adding post game analyzing functionality**.
- Adding real time analyzing functionality**.

** extra features if there is time