

# **DEVELOP A MULTIMEDIA ONLINE CHESS GAME USING JAVA**

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## **ABSTRACT**

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This project aims to study Java API. As stated in project specification, this project focuses on the development or design of an online chess game with client/ server computing and multimedia capabilities. It comes with a chat program as well. The author does not only concentrate on development of chess game but rather on how the server handles the chatting between two players, and multimedia capabilities like playing sound, animation and so on. Ultimately, this project aims to solve the problems faced by player who preferred real time playing with other opponents rather than playing with the computer itself. Generally, the author feels positive about the possibility of developing a proposed title by looking at the current situation of network games, gathered information as well as required knowledge.