ESCUELA SUPERIOR POLITÉCNICA DEL LITORAL
Facultad de Ingeniera en Electricidad y Computación

Tema:

Analysis, Design and Implementation of a Web site for a Club of Virtual Chess.

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SUMMARY

The constant technological advance demands to us to in line improve certain activities that have been taken of a same way per years, like for example a Game of Chess. "Virtual Chess Club", has been developed with the objective anywhere in the world to allow the live connection between opposing professional and become fond of, dispersed chess players, conforming a Virtual Club, disputing started off in line, storing them in Data Base, that soon can be consulted, providing to the chess players of a powerful tool for its sport preparation.

In the first part of this document the theoretical and technical analysis and foundations for the development of our Web site are specified, Virtual Chess Club. Later it is made Design and the presentation of the steps that were followed for the implementation.

INTRODUCTION

Internet has been chosen as the means of effective integration but by surpass obstacles of geographic order, that is to say, does not concern in that place of the globe is the user, nor limitations of time, so that 24x7 is a service (24 hours daily, 7 days to the week), nor limitations of physical space (the Virtual Club of Chess can have N active partners in the Virtual Hall ready to begin to play). Thus we presented/displayed our work that was developed with the purpose of replacing the present necessities of the people to have an entertained game of chess in line.

Therefore, we have been able to develop the following subject, presenting/displaying and exposing the different restlessness and necessities from each one of our sources of intelligence (chess players, fans to the chess, etc).

Next it will be able to find Theoretical Marco for its greater understanding, the Analysis of the Site where one will expose the necessities, security, Solutions and benefits of the same one.

CONTENT

1. Necessities.

After to have made the compilation of information in the different companies from services and interviewed person from different groups from people we have gotten to enumerate the following necessities.

1.1. Necessities of the Chess players and Fans to the Chess.

The necessities that any chess player usually has to newspaper in his sport preparation are the following ones:

- ✓ To be able to play games of preparation with other chess players of high level.
- ✓ To maintain games of chess without concerning the physical site nor the hour.
- ✓ To be able to consult its yield through a statistical summary of the results of its games.
- ✓ To be able to reconstruct its games from a data base updated.
- ✓ To be able to unload the summary of its games by means of archives XML.

2. Solution and Benefits.

2.1 Solution.

Due to the constant technological advance and the necessities the professional chess players and fans, we have developed an innovating system of club of virtual chess, which will allow the chess players to maintain games from the Internet, with the consequent saving of money, because no longer they will need to go to a specific physical site where the match is made, of which is thus generated a great data base of the games, which can be consulted, becoming a powerful tool of training.

After to have analyzed the necessities previously mentioned and to have compiled information of the aspects related to the virtual club of chess we presented/displayed the following solution:

To design and To implement a Web site for the Game of Games of Chess, which will allow the chess players to be able to play with other chess players of elite and to consult so much the statistics of its yield, as to reconstruct its games of chess kept in a great data base.

This Web site is going to allow to us:

- ✓ To play games of preparation with other chess players of high level.
- ✓ To maintain games of chess without concerning the physical site nor the hour.
- ✓ To consult its yield through a statistical summary of the results of its games.
- ✓ To reconstruct its games from a data base updated.
- ✓ To unload the summary of its games by means of archives XML.

2.2. Benefits.

After to have raised the solution for the necessities of the as much professional chess players as become fond of, we can enumerate the following benefits that will obtain with the Web site:

Benefits for the professional chess players:

- ✓ Opportunity to increase the level by means of practicing chess of high level.
- ✓ Economy, to the power to play games without having to move to other countries.
- ✓ Continuity, to the power to practice with regularity, the theoretical preparation in the daily training.

Benefits for the become fond of and nascent chess players:

- ✓ Opportunity to play with chess players of elite and professional chess players.
- ✓ To control the yield of the played games, which will allow preventive measures and corrective.
- ✓ The study of the played games, will allow to perfect the game in the opening, means game and end.
- ✓ Economy, to the power to play games without having to move within the country

3. Security.

It is important to indicate that the security schemes that must be handled by the system of games of virtual games in Internet must be multiple, due to this we have chosen to Internet Information Server to also handle the security of the site and to Microsoft SQL Server 2000 as of Data base Manager.

In addition, to be able to play a virtual game it will have to be a registered user, this way a greater control will be able thus to be taken, the users who make and when I am made it.

CONCLUSIONS

The Virtual Clubs of Chess allow, as much to the professional chess players as become fond of and inexperienced, to optimize their time and its economic resources, to the power to in line maintain games with opponents of high hierarchy. The present work has been developed in order to replace these necessities.

In the development of the site of Club of Virtual Chess, our intention is to fulfill all the expectations raised throughout this document, reason why in the following material it found all the necessary guidelines for the understanding of the same one.

GENERAL MISSIONS

- ✓ To create a Web site that allows any chess player to be able to in line play games of chess without limit of geographic site nor hour.
- ✓ To be able to consult the yield of the chess players in the made games or plays.
- ✓ To be able to reconstruct the games from a great data base.
- ✓ To be able to obtain that our Web site becomes a site indispensable for the life of the Ecuadorian chess players, so that they feel that only through Virtual Chess Club they facilitate his strategies and tactics in the chess.

REFERENCES

a) Thesis

1. J. Guevara, R. Gómez, R. Cargua, "Analysis, Design and Implementation of a Web site for a Club of Virtual Chess", (Thesis, Degree in Information systems, Faculty of Electronic Engineering, Polytechnical Superior School of the Coast, 2005).

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