

PF1 Project - Chess

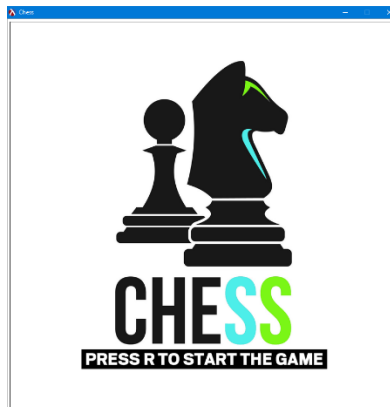
User Guide

Section 1: Overview

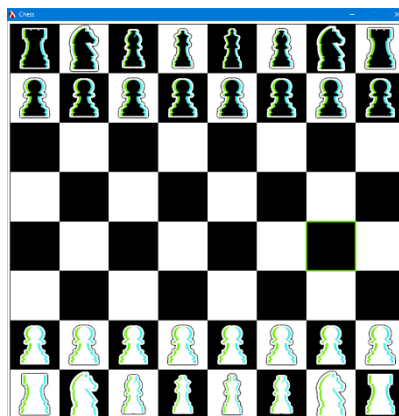
The project and code may seem complicated, but the overall understanding of the game and its functionality are quite simple – it works as a normal, physical chess. Once the chess world loads, two players can play the game, each controlling their own pieces with the keyboard or mouse. Just like any chess match, ours is also based on turns, with each player moving one piece at a time, having the possibility to eliminate a piece from the opposite team. The game ends when one of the players takes the opposite player's king chess piece.

Section 2: How to start the program?

To start the program, all you need to do is open the **.rkt** file in the folder and press **Run** in the DrRacket compiler. Once you do that, the following menu shows up:



Then, to display the chessboard and start playing the game you need to press **R**. This menu will then appear and the game can start:



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Section 3: Controls and Elements

When you start the game, you will notice a light green square selector pointing to the piece white king of player one. This **selector** is used to go through the chessboard, choose the piece that you want to move next, select it and then move it to the position that you want. Once player one confirms their move, this selector changes its color to light blue, meaning that player two needs to do their next move following the steps mentioned above. All keyboard and mouse events make some changes to the selector. The selector is the one who controls the movement of the pieces.

How to control the selector and navigate through the chessboard?

Player One	Player Two	Both Players	Event
keyboard: Space	keyboard: Space	mouse-down: Left-Click	Choose Piece Confirm Selector
keyboard: Space	keyboard: Space	mouse-up: Left-Click	Drop Piece
keyboard: A	keyboard: Left-Arrow	mouse: Drag	Move Selector Left
keyboard: W	keyboard: Up-Arrow	mouse: Drag	Move Selector Up
keyboard: D	keyboard: Right-Arrow	mouse: Drag	Move Selector Right
keyboard: S	keyboard: Down-Arrow	mouse: Drag	Move Selector Down

When the selector is confirmed it changes to darker green and darker blue respectively to the player that is about to make the next move.

To restart the game, you need to press **R**.

Section 4: End of Game

The game ends when one of the players have taken the opponent's king piece. Whenever that happens the game finishes and an image shows up telling who won the game. The World won't close until you close it manually. This is done so that you can restart the game as long as you want without the need to re-run the program on every next game.

If you want to inform yourself about possible bugs and how the functions work, please read the Developer Guide.

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