Functional Specs.

Two friends jimin and suga meet after a long time. They thought to play some game together. Jimin opened his pc and they saw a dektop game, checkers.

Following is the interaction between the game and those two players:-

* When they opened the game, they saw the following options on the first page
* New Game
* Resume Game
* Game mode
* History
* About us
* Contact us
* A question mark sign (that included a tutorial option )
* Since Jimin and Suga were new to the game so they clicked on the tutorial button, and they were taken to the game itself where the arrow button guided them to make a move and had tips and suggestions given inside the cloud sign)
* Now after ending the tutorial they wanted to chose a game mode among

Checkers mode

8X8 10X10 12X12

* After chosing the mode, they clicked on the play game.
* They were represented as player 1 and player 2 initially, and they were given an option to rename it.
* The gear button includes the option to pause the game, chose the time each player would get.
* They chose 5 min timer for each and the game was started.
* Jimin clicked on the piece and it was given the possible moves he could take.
* After suga ’s piece came diagonally in front of him, Jimin captured the piece by bypassing it diagonally forward and now was placed diagonally one step forward.
* The objective of the game is to capture every piece of the opponent.
* Suga was able to take its piece on the side of the Jimin, so he was awarded with one more piece at the top of the piece itself and crowned as a “King”

There is no possibility of invalid move as we have a move suggesting feature in our game.

The winner was awarded +10 trophy and the non-winner as +1.

No negatives were given in order to not discourage the morality of the player.

**Rules:**

Checkers is a two-player non-cooperative game where opponents sit on opposite sides of the game-board. One player has the dark pieces; the other has the light pieces. Players alternate turns and may not move an opponent’s piece. A move consists of moving a piece diagonally to an adjacent unoccupied square - if the adjacent square contains an opponent’s piece and the square immediately beyond it is vacant, the piece may be captured (and removed from the game) by jumping over it. Only the dark squares of the board are used. A piece may move only diagonally into an unoccupied square. When presented, capturing is mandatory. A player loses the game when either being out of legal moves or out of pieces

**Software & Hardware Requirements:**

The Software requirements :

Operating System: Windows 7 or higher.

The Hardware requirements :

2 GB RAM & 2 GB Hard Disk Space

CPU : > Intel i3