Changelog for Group 10

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Release 6.0

# **11/17/2020 - Release 1.0:**

* Main Menu
* Game Screen
  + Offline Checkers Functionality:
    - Can Take Pieces
    - Move Pieces
    - One King available at start for both sides
* Instructions

# **11/19/2020 - Release 2.0:**

* Timer
* Game Screen (Still Offline)
  + Must Take Pieces if available
  + Pieces will be highlighted in orange when a possible jump needs to be made
  + Player’s turns will display in the top center
  + Player’s cannot move during the opponents turn
  + Pieces will automatically be taken if jumping more than once

# **11/20/2020 - Release 3.0:**

* Game Screen (Still Offline)
  + Winners will be declared when no pieces remain for one player
  + When jumping more than once the jumping player must click for each individual jump
  + When regular pieces reach the opposite end of the board, they will be King’d

# **11/22/2020 - Release 4.0:**

* Game Screen:
* Online Functionality added
* Rooms can only be joined from Game Screen
* Create Game does not create GameCode

# **11/25/2020 - Release 5.0:**

* Game Screen:
  + Users can now only move on their own turns
  + Game Code is automatically generated
  + Only 2 Users can be in one game session
  + Player colors are indicated on the top of the screen
  + Timer added:
    - If timer reaches 0, Game will end, and another player will be declared as winner
    - Timer is set to 5 minutes
    - Timer resets after every move
* Join Game Screen
  + Can now join game from this screen using game code

# **11/28/2020 - Release 6.0:**

* Rematch Screen  
   Screen appears and declares winner
  + Can call rematch
* Game Screen
  + Other player can no longer call jumps for opponent