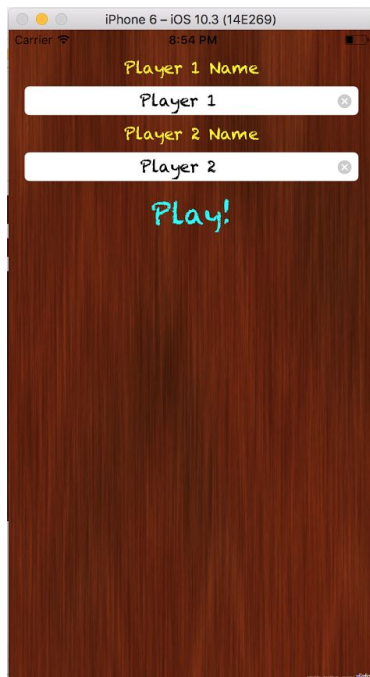


CPTS 479 Mobile Application Development Final Project Instructions

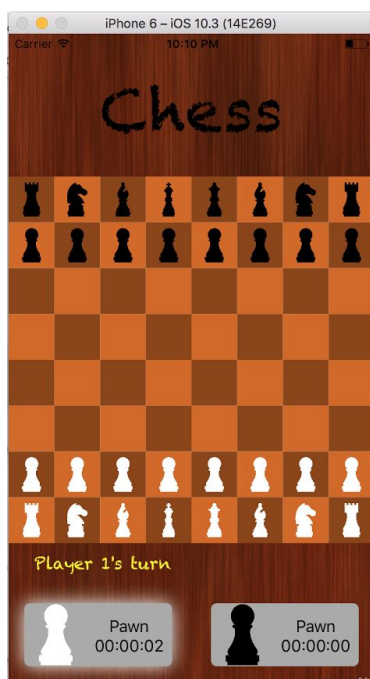
Edoardo Franco Vianelli

For this project I developed a game of chess, upon starting the app, you're presented with the following View Controller:

This window allows you to choose a Player name for the first and second player. To start playing you can tap the "Play!" button.

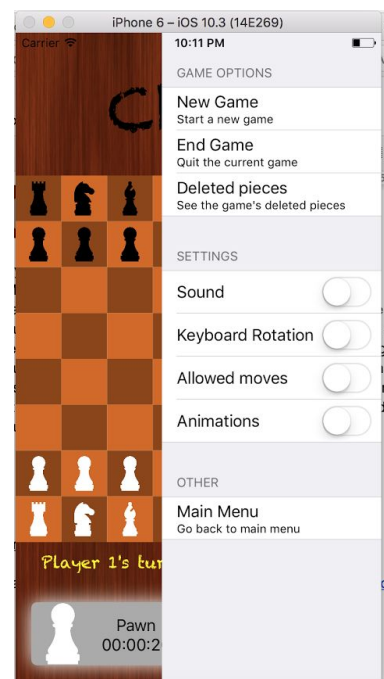


You will then be presented with the following View Controller:



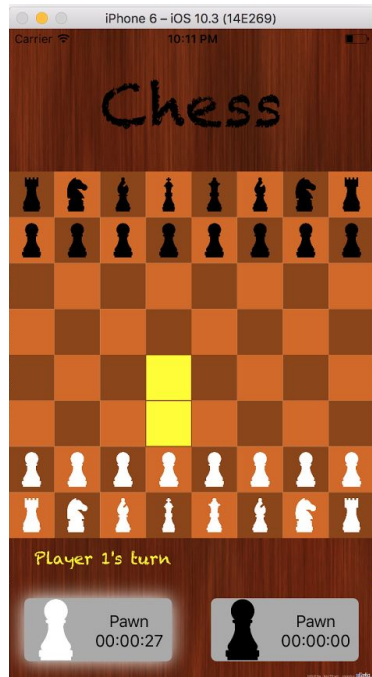
The game will immediately start. As you noticed, time will start ticking on the bottom. The first player to start will have their box highlighted with the current piece that is highlighted in it as well as a description of its name and the time for that player. Since the game starts for player 1, you will not be allowed to move any player 2 pieces. Swiping from the right edge of the screen will reveal a sliding menu, as illustrated on the right. This menu allows you several options:

1. The first one allows you to start a new game which will reset the pieces, the timer and reset the turn to player 1



2. The “End Game” will make you resign from the current game.
3. “Deleted Pieces” will show you the pieces currently captured
4. Sound, Keyboard Rotation, Allowed Moves and Animations toggles allow you to enable or disable those items.
5. Main Menu allows you to return to the View Controller that allows you to pick a player

To start playing you can tap a piece belonging to the current player. If there are any locations this piece can move to, they will be highlighted in yellow and the game will restrict movement uniquely to those locations. Action must then be taken to either:



1. Confirm the current move or
2. Cancel the current move, this will move any affected pieces back to their original locations, even captured pieces. After pressing the confirm button, the action will be final, the game will switch turns and change the players. If keyboard rotation is enabled in the sliding menu, the board will also rotate in order to keep the current player on the bottom, meaning the player 2 pieces will now be on the bottom of the board instead of the top. To capture a piece, one must tap a piece of the current player, the moveable locations will be

shown (including the ones corresponding to pieces that the current selected piece can capture), the user can then capture the corresponding piece and, press the confirm button or the cancel button (the cancel button will move the attacker back and the captured piece back to its location).



A few known bugs / issues:

1. There are so many chess rules that I could not implement all of them such as Stalemate, Castling, and others and that because of all the pieces having an image, the status boxes having images and the background, the app disk usage can be somewhat high.
2. The sliding menu **WILL NOT** disappear by tapping outside of the menu, one has to slide from on top of the menu to the right to make it disappear.

Further improvements to the app would include playing against the CPU and possibly someone over Facebook or over Bluetooth. Finally, I have tried to do as much testing as I can on this app but because of the complex nature of the game of chess, it is unlikely that I have found all bugs, but I do enjoy a good game of chess and I hope you will like my app.

Best Regards,

Edoardo

Acknowledgements

1. Wood background texture from: <http://www.psdgraphics.com/file/wood-texture.jpg>
2. The code to make the chess status boxes glow obtained from:
<https://www.hackingwithswift.com/example-code/uikit/how-to-add-a-shadow-to-a-uiview>
3. The chess Icon pack from which the appearance of the different pieces is generated:
<http://www.flaticon.com/packs/chess-fill>