


User Manual - ChessFeud

ChessFeud is an online chess game between two players.

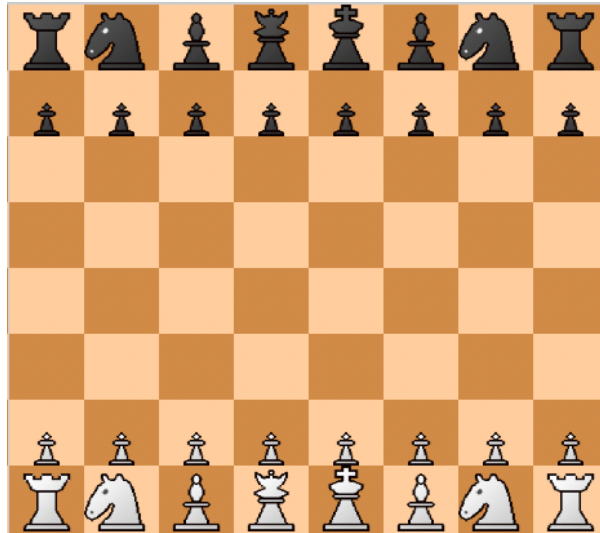
Rules

There're two teams. One white team and one black team. The white team always starts. The goal of the game is to eliminate the other players king, by moving your pieces so the other team can't do anything to prevent their king to be taken. Each player have 16 pieces each. The pieces are :

- 8 Pawns
 - 2 Rooks
 - 2 Knights
 - 2 Bishops
 - 1 Queen
 - 1 King
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The pieces can take each other. That happens if an opposing piece is in the movement pattern of your piece. Then simply move your piece to the square where the piece you want to take stands.

The starting board



The different pieces

Pawn  

The pawns all start on the front line. The pawn can only take one step forward. However, if it's the first time the pawn moves, the pawn can take 2 steps forward. The pawn takes other pieces by going diagonally left/right forward.

Rook  

The rook starts at the corners. They can move as far as possible horizontally and vertically.

Knight  

The Knights starts between the rook and the bishop. The Knight has a special movement pattern. It can take two steps horizontally and one step vertically, or one step horizontally and two steps vertically in all directions. The knight is also the only piece that can "jump". That means that the knight can move over pieces that are in it's way.

Bishop  

The bishop starts between the knight and the king or the queen depending on which side it starts. The bishops movement pattern is diagonally in any way.



The queen is considered the best piece. It can move in any direction and take as many steps as possible. The white queen starts on the white square next to one of the bishops. The black queen starts on the black square next to the bishop.



The king is your most valuable piece. It shall be protected at any cost. The king can move in any direction, but can only take one step at a time, which makes it hard to avoid and take other pieces. The king starts between the queen and the bishop.

Special rules

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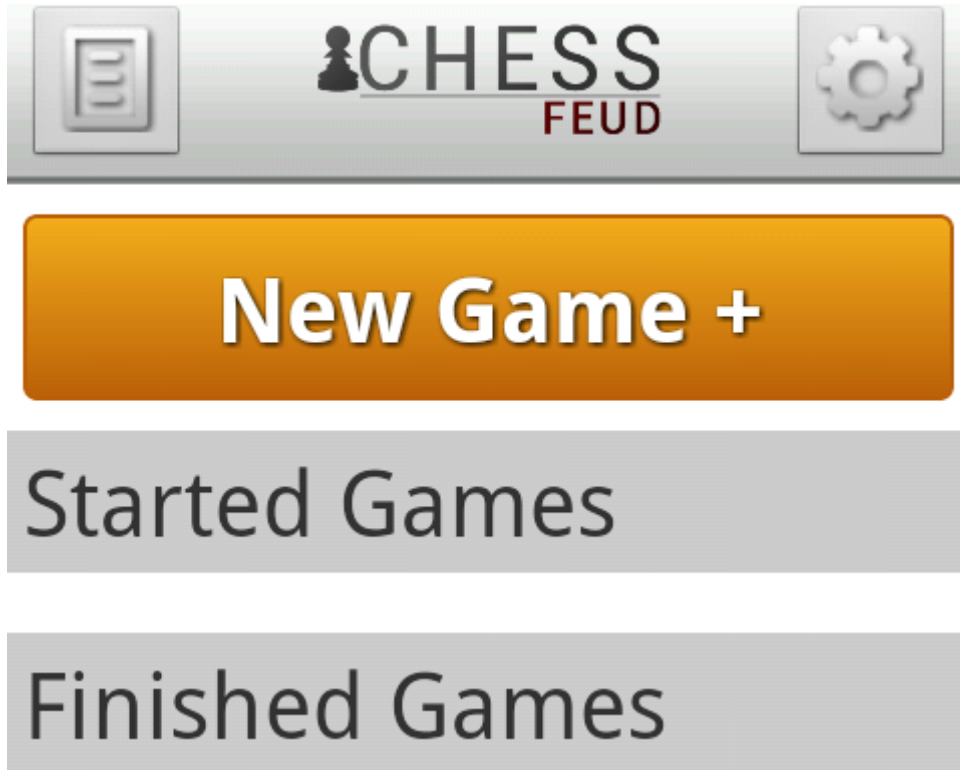
If a pawn is on the starting line in team one, and takes two steps instead of one, so a pawn in team two shall be unable to take it, the pawn in team two can take the pawn in the first team. It's made by going diagonally against the pawn in team one, so the pawn i team two ends up on the square where the pawn in team one would have stood if it had taken just one step instead of two.

Castling

If there's no pieces between the king and one of the rooks, and no-one of these pieces have moved yet, the king and the rook can switch places on the board.

Menu

How the menu looks



New Game

To start a new game, press on the new game button. The application will then find you an opponent you can play with.

Started Games

Under started games is a list with all your ongoing games. It will show if it's your turn by displaying "your turn". Otherwise it's your opponents turn.

Finished Games

Here can you see your old games. You can see data from these games like who your opponent was, what team you were, and how many pieces that you lost. Of course can you also see who won and for example how many pieces both teams have left.

Settings

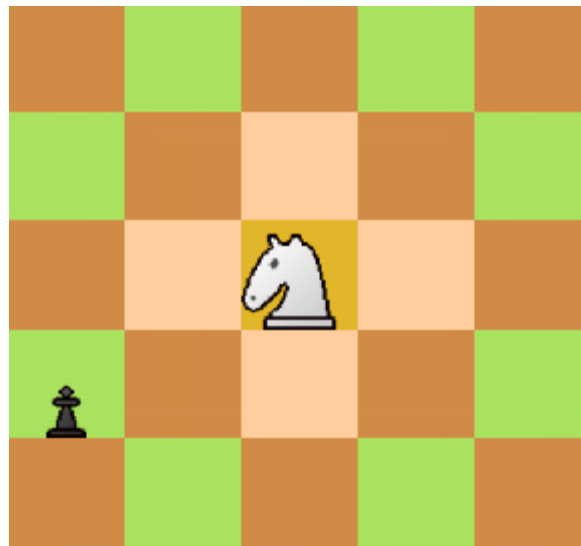
Here can you change some things about the game. You can turn off the help function that lights up the squares where you can go.

Stats

Here can you see your statistics from your games. It can be things like wins/losses/draws, average number of moves and average game lengths.

How to play

When it's your turn, simply press one time on the piece you want to move. The squares on the board that the pieces can go to will light up so you always know where you can go. To move your piece to the new square you want, press on one of the green squares that lights up, if there exists some. If you want to change piece to move, simply press on the new piece you want to use. You can also deselect the selected piece by pressing on it again.



*The yellow square around the Knight shows that the knight is selected.
The green squares shows all the squares that the knight can go to.*