Name: draWkcaB Chess

Game Description short: This is a two-player game that has pits one and another against each other trying to wipe out each other until the is a winner by having the last pieces standing.

Game Description Long: The game start with the menu the title includes creator and some background information if the diagram of the arrows symbolizing the rock, paper, scissors style of combat. While the play button is to start the game. The How to play button is the layout of the buttons. And Exit is…. Exit. Once the game has started there are two teams red and blue which have pieces of three different types the first of which the snow man who can defeat the robot, while the robot can defeat the spider ball, and the spider ball can defeat the snow man. While is the pieces are the same suit, it is mutual destruction. However, this goes the same with your own pieces so, be careful not to take out your own pieces. For red and blue have their own keys to flip back and forth through the list of pieces F/E and P/O. While the movement is wasd/arrow keys for each player. In order to back track, your prices use R/K. Lastly to switch a movement style of a piece press L/Q. The game board has a wrapping effect and so a player can send its pieces to wrap around the board and appear on the other side. Anyway, have fun.

Credits:

-Mark <creator>

-James<tester/feedback >

-Josh<tester/feedback >

-Mitch<tester/feedback >

-Meyers<professor>

-Aidan<tester/feedback>

-Michael<tester/feedback>

Genre: boardgame

UML: that is used in the final result.

-MainMenu = Code for the menu.

-PeiceMovement = the movement of the piece.

-SeprateMovemnt = child class of PieceMovement that is just only for inputs.

-SpawnHander = Spawns in the pieces and handles the list where it sorts through the pieces and eliminates them.

Structures: I used some of the undo command,

Challenges: Spelling, camera angel, the best option for how the players interact with buttons (learned from the <teter/feedback> people)

Usability: Most of it is since it relies on lists, and the XYZ position and not any of the unity dynamics.

Maintainable: It is easy to create another piece with different movement so yes, it is maintainable on the note that you can add and change the dynamics of the pieces, but there is definitely a cap since the board is 12 by 12 so.

Game = finished, Yes I forgot to change a 1 to a 3 since form my original I want it took go back 3 pieces in time if available(that pieces had to have been moved at least 3 times) with R/K undo button, how ever build 09 I changed that so no more technical debt.