**OOP MINI-PROJECT SPECIFICATION**

**Project Title:** Draughts

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**Project Aims:**

* Create a functional draughts game that implements the official rules of draughts.
* Two manually controlled players play off against each other to play. The information of the players will be taken in through an input.
* The system should be able to determine if jumps occur as well if a piece needs to be kinged.
* The system will validate inputs to ensure that they won’t break the system.
* The system will use MouseListener, MouseMotionListener and ActionListener to handle events such as moving pieces or saving information.
* Have extra functions for saving creating, saving and opening player information as well as exiting the program.
* Be able to write and save player information to a save file.