Checkers
Java Programming CS161
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Overview

Checkers is a strategic board game. This particular version is created utilizing Java and JFrames. The checkers game features two game plays. The first game play is a player vs player game. Read more about this on page 4. The second game play is a player vs computer game. Read more about this on page 5.

The checkers board features eight columns by eight rows. The checker pieces are located on the black squares and the moves will be made only on black squares. Each player (or computer) begins with 12 pieces in the first three rows of their respective side.
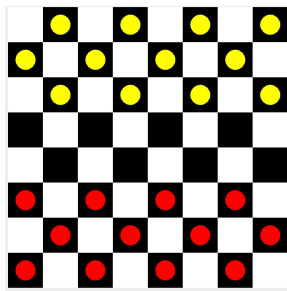
There are 4 checker pieces within this checkers game:

Player 1 Normal	Player 1 King	Player 2 Normal	Player 2 King
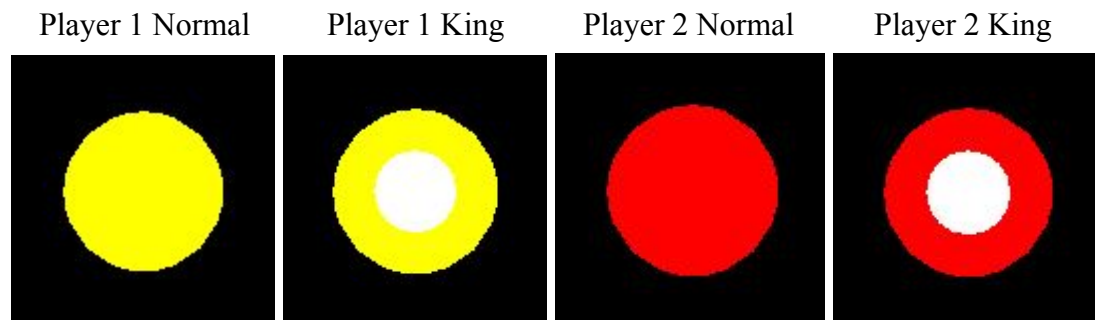
Before beginning the game, the user must select either the '2 Player' button or the 'Computer' button. The button will then highlight green to show that the game is ready to begin. (Note: Only button may be selected at a time to ensure the game proceeds). Select the button again to deselect. The user may also select 'start', 'end', or 'reset' to reset the game to the beginning.
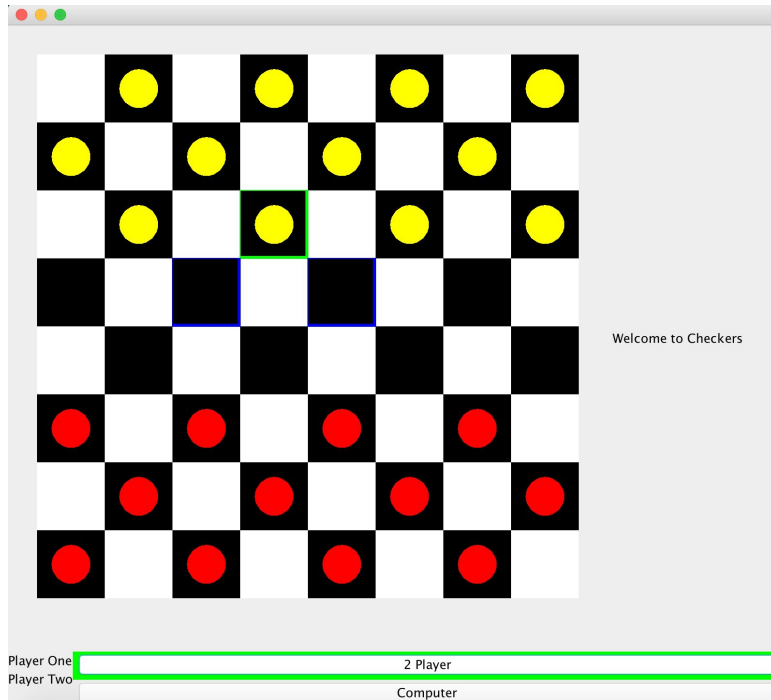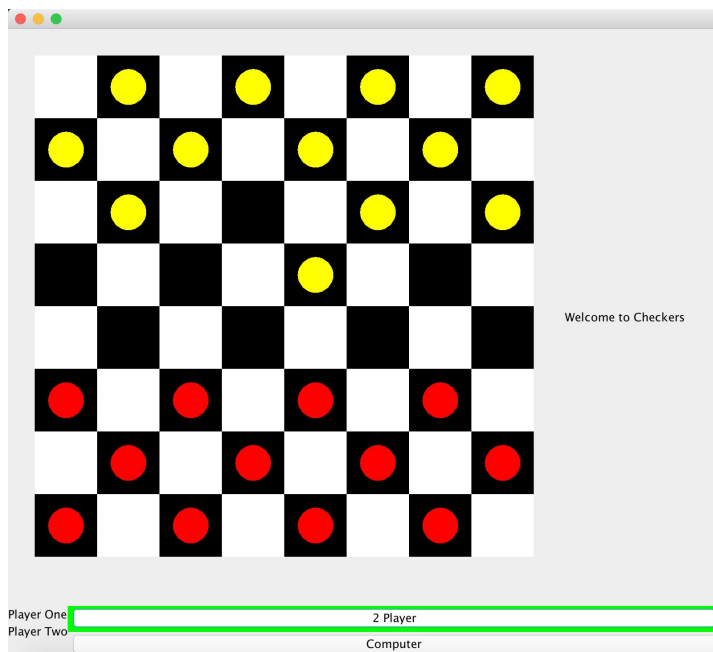

Rules and history can be found at: https://en.wikipedia.org/wiki/Checkers
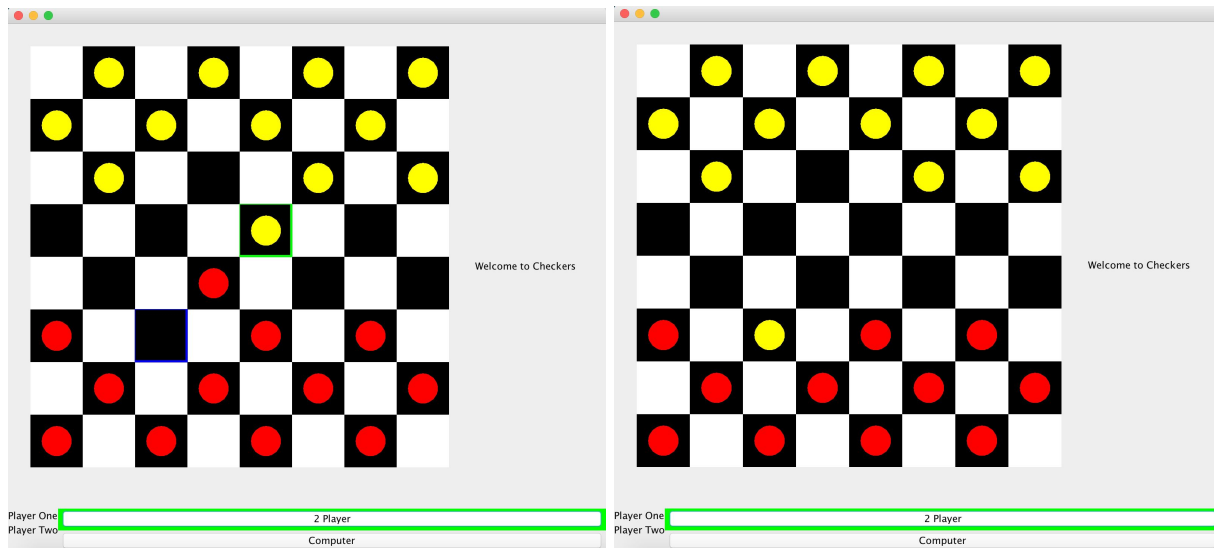
Moves

Player 1 always begins
1) Select desired piece to move
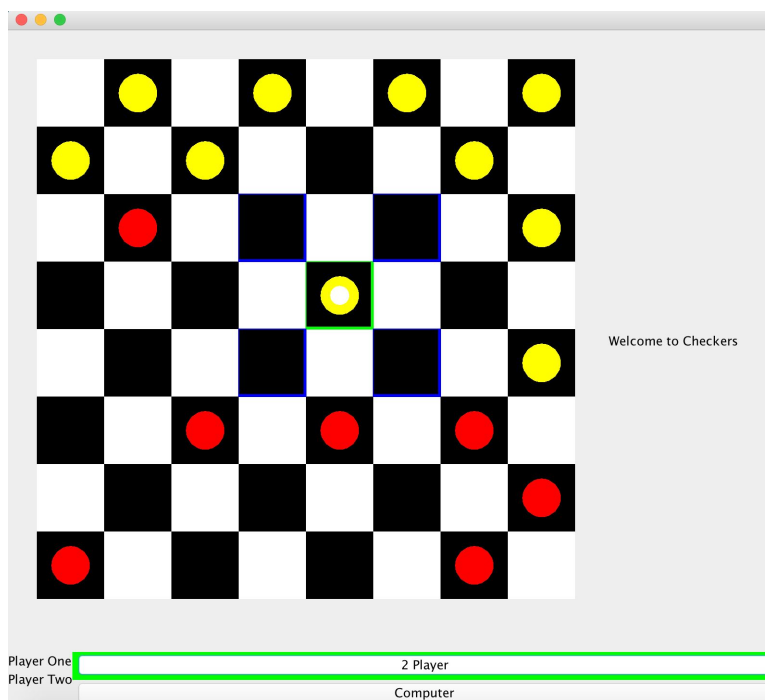2) Highlights appear for llegal moves (Blue - Player 1; Pink - Player 2/Computer)

3) The player can then select one of possible highlighted squares to make the actual move. (Note: It may take a second click to register move)

4) If a jump is possible, the jump is required to be made (highlights will show the jump)

5) Kings can move in all directions

2 Player

The 2 Player game play features a player 1 vs player 2 board game. Player 1 is represented by yellow pieces and player 2 is represented by red pieces. Player 1 will start and the moves will alternate between player 2 and player 1. If the player selects a piece and chooses to select another piece, the player must either select another piece or select an empty black square. Once a player wins, the game will end and the player will be announced the winner.

AI

The AI game play features a player 1 vs computer board game. Player 1 is represented by yellow pieces and the computer is represented by red pieces. Player 1 will start and the moves will alternate between the computer and player 1. If the player selects a piece and chooses to select another piece, the player must either select another piece or select an empty black square. Once the player/computer wins, the game will end and the player/computer will be announced the winner.