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Ms. Gerstein

Technology A7-8

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Project Description

In this project, our group will be making the classic game of checkers. It will be a two player game where the players will alternate turns using the mouse. Player one will have red pieces and player two will have blue pieces. The pieces will move in a diagonal direction across the checkered board, moving one for a regular move, and two if a piece jumps another piece. When a player’s piece reaches the opposite side of the board, it will change color, suggesting that it will become a king. Red will become pink and blue will become light blue.

Also, when a player’s piece is jumped, the jumped piece will be taken to the side of the board. Player one’s jumped pieces will be displayed on the left side of the board while player two’s will be on the right side. Above these jumped pieces will be the score. Whenever a player wins a game of checkers, the score under their player name will increase by one. When somebody wins a game, the players can press any key on the keyboard to restart the game.

To make the board, we are going to use a 2-D array to create the checkered pattern. The pieces will be typical circles. Also, for the player to choose where to place their pieces, they will click on their piece, then on an appropriate spot they can move to, which will be highlighted by some kind of marker.

If we have extra time, we might also add in music, and music options since games are much more fun with music.

The target audience is for people who enjoy board games, *especially* checkers. This can apply to children or even adults. As long as people can comprehend and enjoy the game, they are welcome to play.

Roles:

Programmer: Kevin Sturr

UI/Graphics: Kaitlin Chan

QA: Ben Evans, Mia Fishkin

Project Manager: Melissa Harris