

# Software Engineering Group Project

Use Case Presentation Group 18

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Config. Ref.: UCPGroup18

Version: 1.0

Status: Release

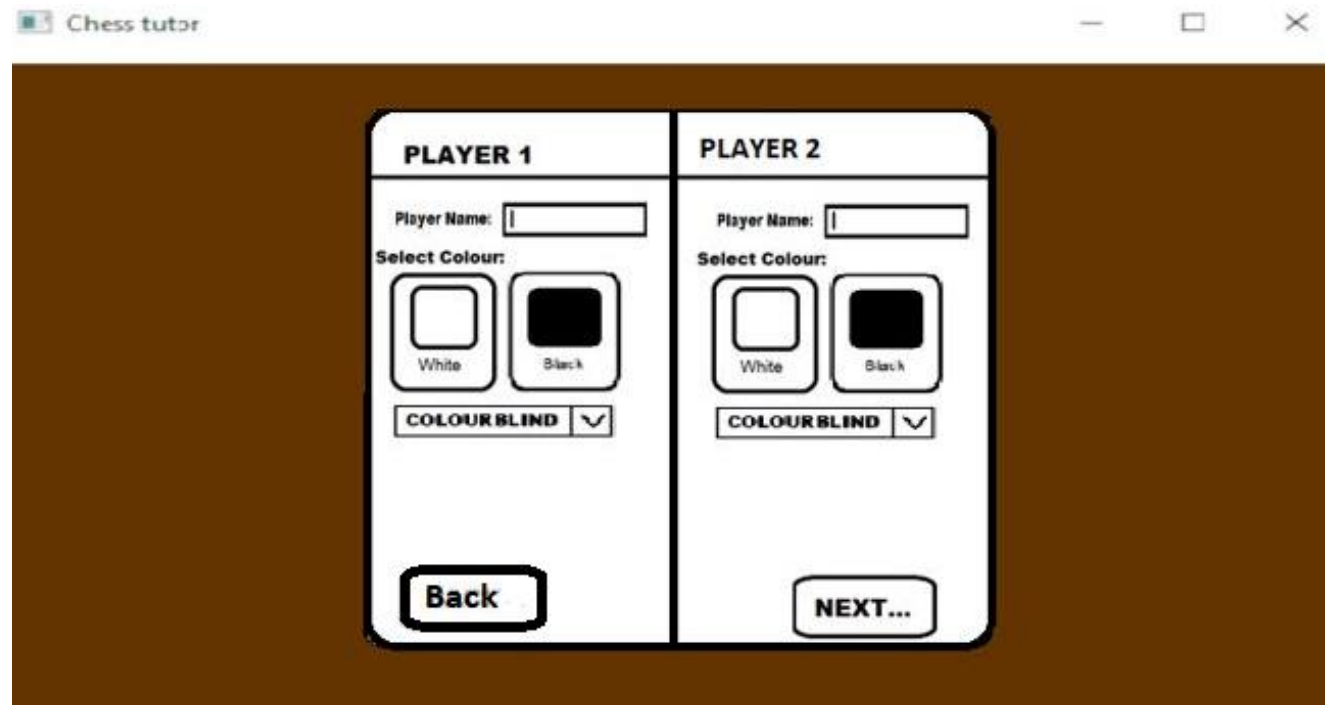
## UC-1.1 (Main Menu)

- Players can click on an option based on what they want to do. In the case of UC-1.1, the player clicks "*New Game*".



## UC-1.1 (Continued)

- After the player selects *New Game*, player 1 enters their name and picks their colour. The player then clicks *Next*.
- Player 2 then enters their name and the colour not selected by player 1 is automatically selected. Player 2 can click *Back* if player 1 wants to modify their choices.



The screenshot shows a window titled "Chess tutor" with a dark brown background. In the center, there are two white panels side-by-side, labeled "PLAYER 1" and "PLAYER 2".

**PLAYER 1 Panel:**

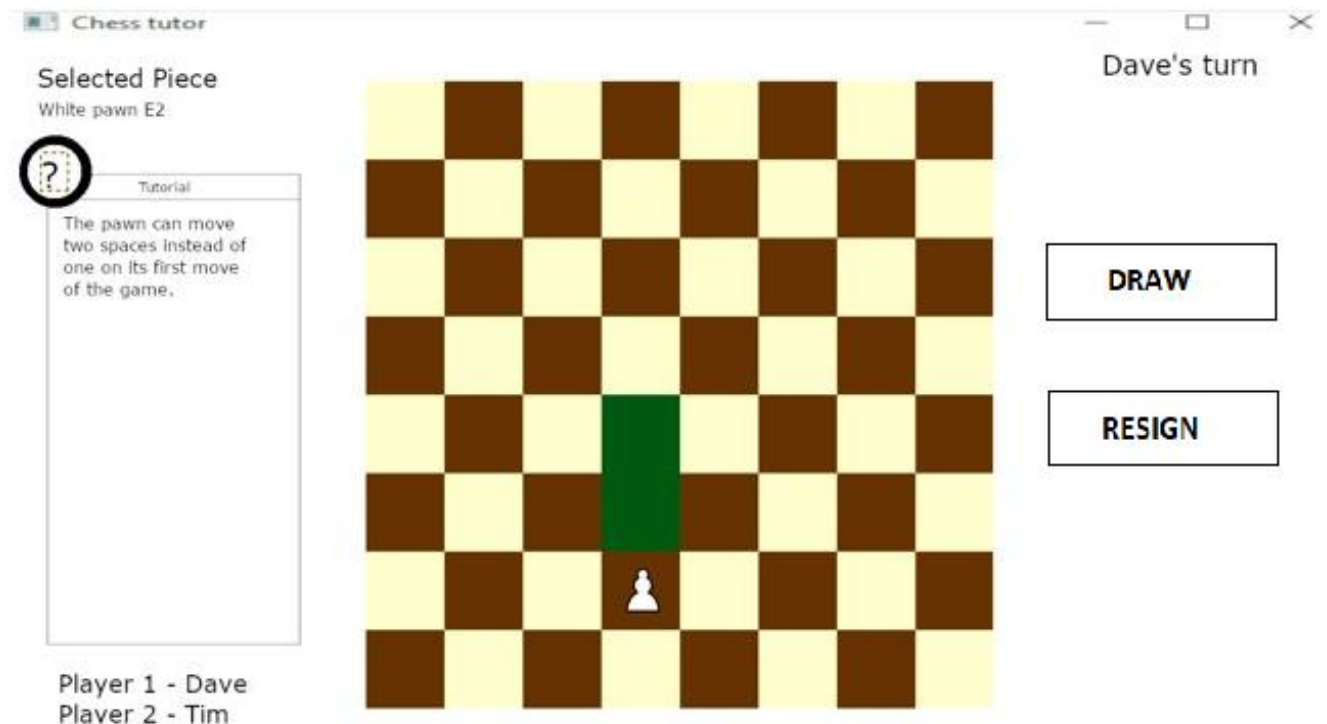
- Header: **PLAYER 1**
- Form: "Player Name:" followed by a text input field.
- Form: "Select Colour:" followed by two buttons: "White" (with a white square icon) and "Black" (with a black square icon).
- Form: "COLOURBLIND" followed by a dropdown arrow.
- Button: "Back" at the bottom.

**PLAYER 2 Panel:**

- Header: **PLAYER 2**
- Form: "Player Name:" followed by a text input field.
- Form: "Select Colour:" followed by two buttons: "White" (with a white square icon) and "Black" (with a black square icon).
- Form: "COLOURBLIND" followed by a dropdown arrow.
- Button: "NEXT..." at the bottom.

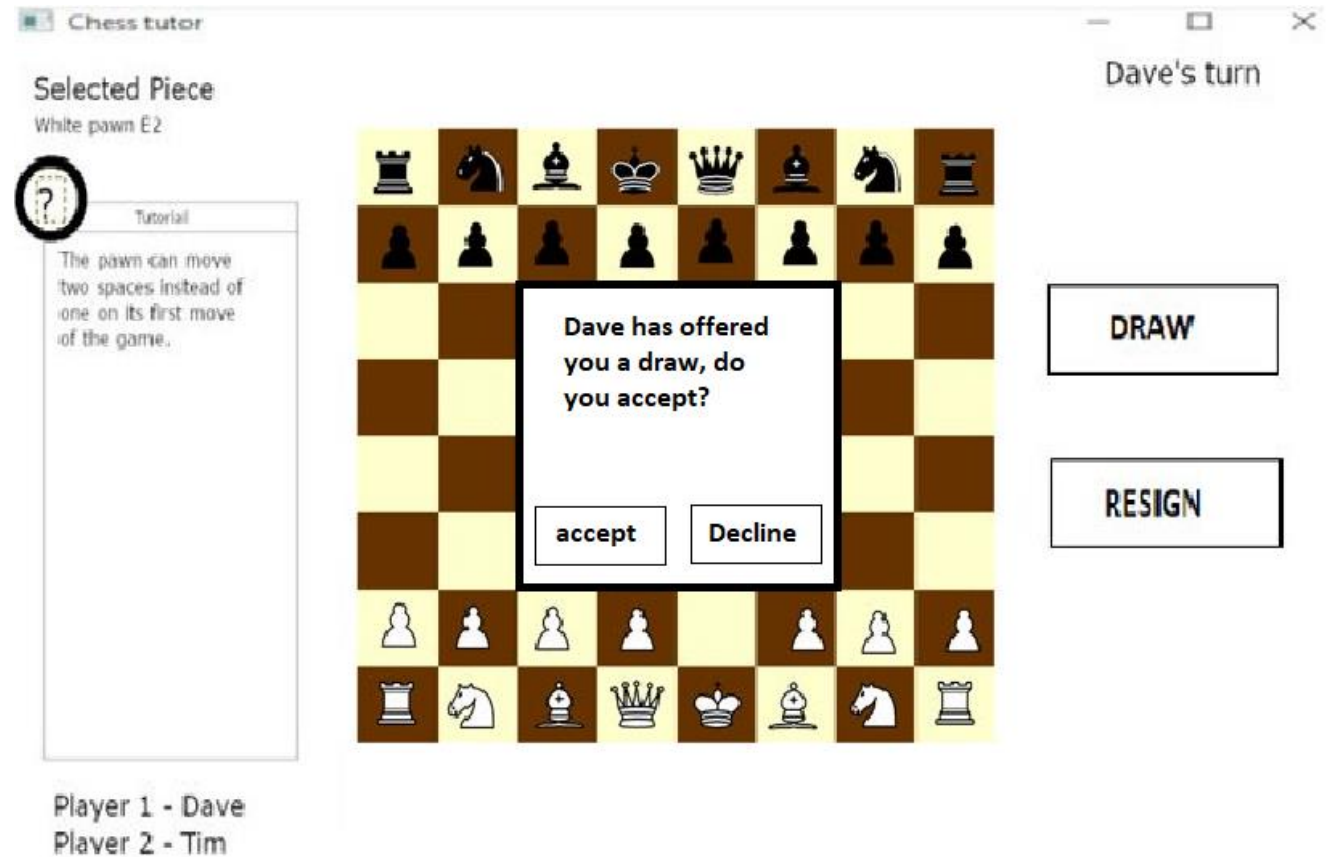
# UC-1.2

- The player going first will be white as per the rules
- The squares that the piece can be moved to will be highlighted in a colour
- Player names will be in the corner, along with which players turn it is
- During the game, the player can press the question mark bubble and get a brief tutorial on the piece they selected



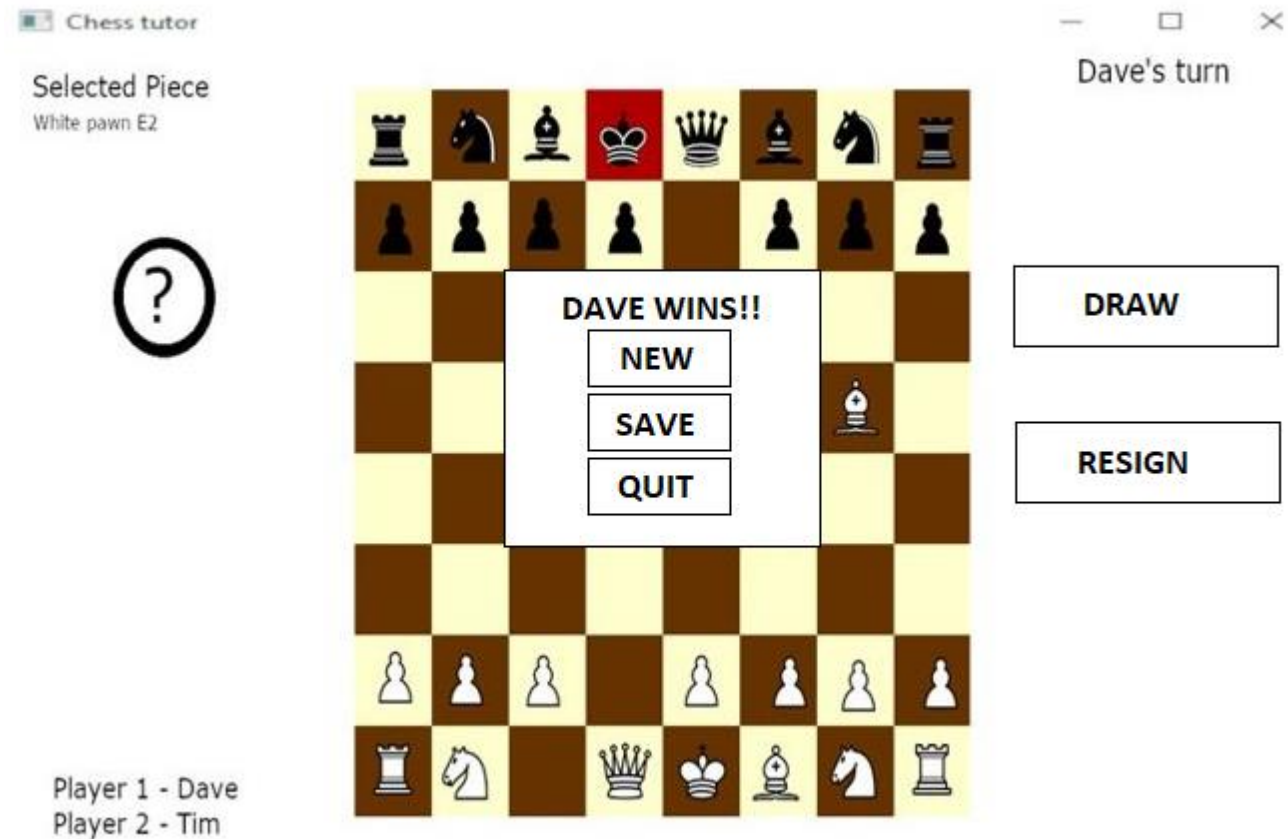
## U.C- 1.2

- Clicking the draw button will offer the opponent the chance to end the game in a draw



## UC-1.2 (Checkmate)

- Same as check the square will highlight in red and a pop up will inform the players that the game is over



## UC-1.3

- Player clicks on a save, then load to load it or erase to erase it. The player can also click cancel to exit the dialog back to the main menu.



## UC-1.4

- Clicking the "Replay" button on the main menu loads a menu which allows the player to pick a game and either delete the save or view it.

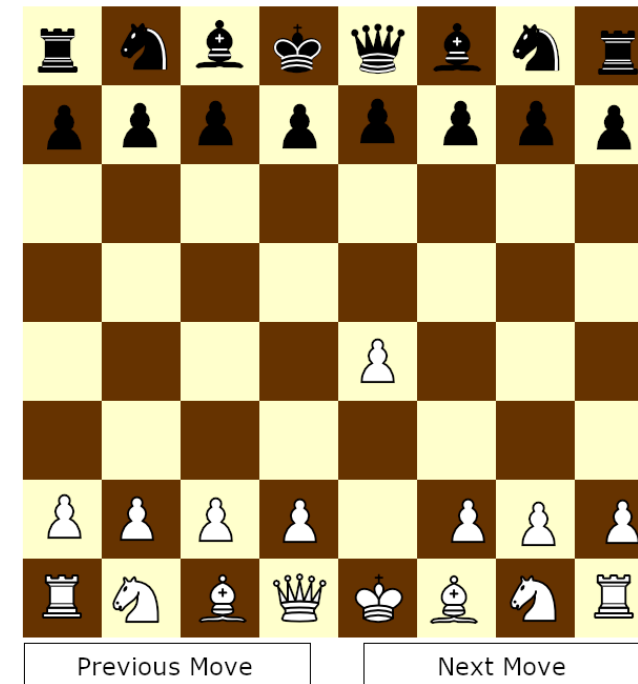




# UC-1.4 (Continued)

- Button to progress through each move
- A button to go to the previous move

Chess tutor



## UC-1.5

- The player clicks the exit button on the main menu, and a quit dialog appears. The player can either click cancel or exit. Exit ceases operation of the program.



# Additional Notes

- The board colours are beige and brown.
- This is to contrast against the black and white pieces.