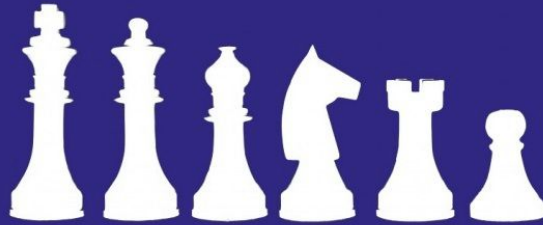


Chess



Eric Fossas * Ryan O'Connell * Chase Springer
Kevin Rau * Ryan Riley

Team: Eric Fossas
Ryan O'Connell
Chase Springer
Kevin Rau
Ryan Riley

Title: Chess Game

Project Summary: A simple chess game. Each piece will be an object with the appropriate attributes and methods. The players should be able to play a chess game using the objects which will interact with each other.

Project Requirements

Business Requirements:

None needed for a chess game.

User Requirements:

ID	Requirement	Topic Area	User	Priority
UR-01	As a player I need to be able to interact with the main menu.	Main Menu	Player	Moderate
UR-02	As a player I need to be able to move chess pieces.	Gameplay	Player	High
UR-03	As a player I need to be able to rage quit	Gameplay	Player	Moderate
UR-04	As a player I need to be able to select a piece.	Gameplay	Player	High
UR-05	As a players I need to be able to make a user name.	Profiles	Player	Moderate
UR-06	As a player I need to be able to log in to my profile.	Profiles	Player	Moderate
UR-07	As a player I need to be able to see the leaderboard.	Profiles	Player	Moderate
UR-08	As a player I need to be able to log out of my profile.	Profiles	Player	Moderate
UR-09	As a player I need to be able to restart the game.	Gameplay	Player	High
UR-10	As a player I need to be able to start a new game	Main menu	Player	High

Functional Requirements:

ID	Requirement	Topic Area	User	Priority
FR-01	Game needs to keep track of who's turn it is.	Gameplay	Player	High
FR-02	Game needs to respond to win conditions.	Gameplay	Player	High
FR-03	Game needs to respond to stalemate conditions.	Gameplay	Player	High
FR-04	Game needs to track and display eliminated pieces.	Gameplay	Player	High
FR-05	Game needs to remember where each piece is located on the game board.	Gameplay	Player	High
FR-06	Game needs to display who's turn it is.	Gameplay	Player	High
FR-07	Game needs to replace a pawn with another killed piece when reaching the other side of the board.	Gameplay	System	High

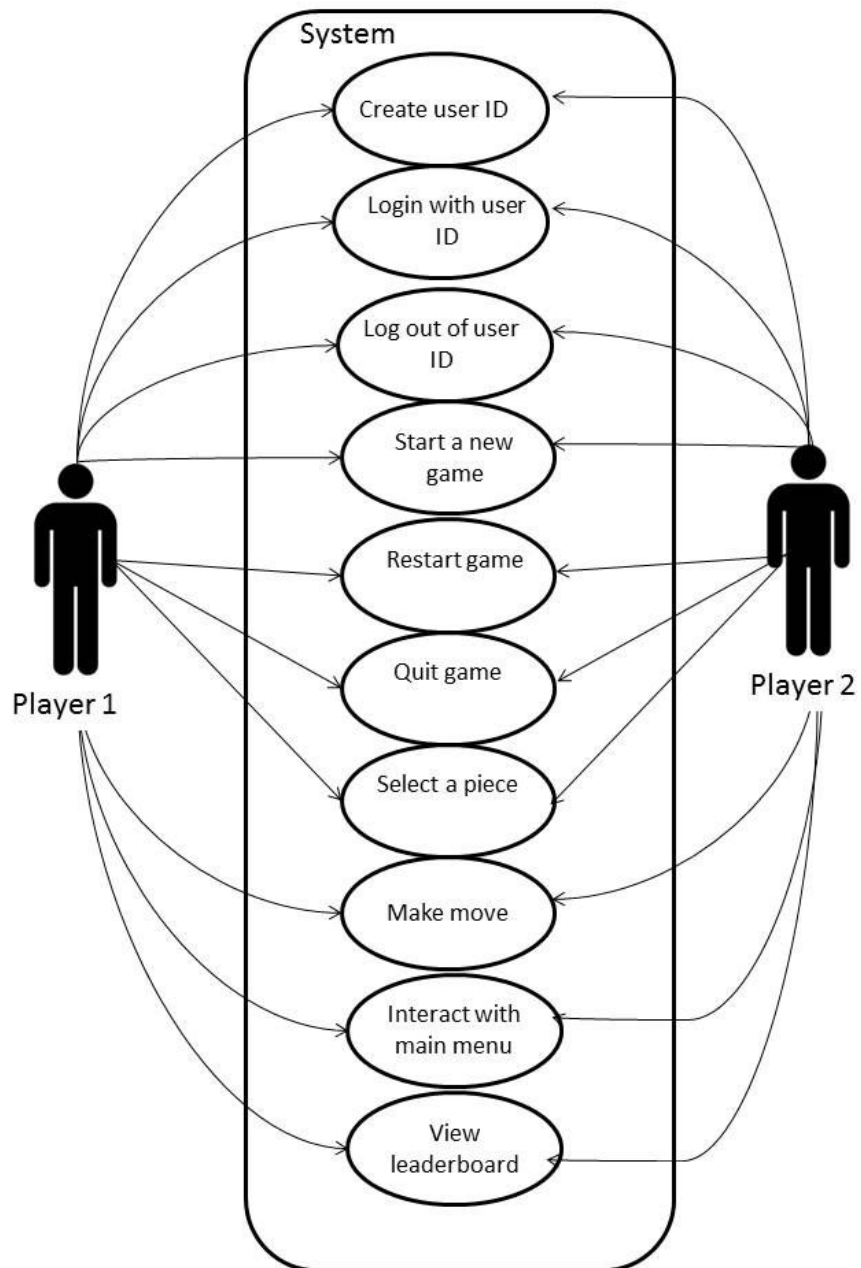
Non-Functional Requirements:

ID	Requirement	Topic Area	User	Priority
NFR-01	Game needs to have an uptime of 99.9%	Gameplay	System	High
NFR-02	Game needs to respond in less than 2 seconds.	Performance	System	High
NFR-03	Full application should not require user to back out and read a help document.	Game	System	Moderate
NFR-04	A player's selected move should appear on the board in under 5 seconds.	Performance	System	Moderate

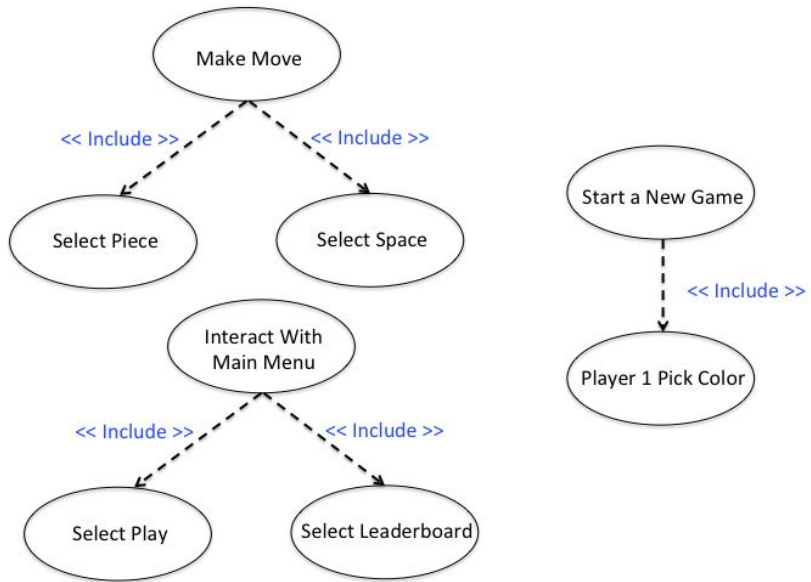
Use Cases

Actors: Player 1, Player 2

Use Case Overview:



Sub-diagrams:



Use Case Documents:

Use Case ID:	UC-01
Use Case Name:	Interact with main menu
Description:	Users should be able to view and interact with the main menu

Actors	Player 1 or Player 2							
Pre-Conditions :	App has been loaded							
Post-Conditions:	Player is sent to the desired place based on which button was clicked in the main menu							
Frequency of Use:	Every time the app is loaded							
Flow of Events:	<table><tr><th>Actor Action</th><th>System Response</th></tr><tr><td>User is in the main menu</td><td></td></tr><tr><td>User clicks on desired button</td><td>User is prompted by the main menu depending on which button was selected.</td></tr></table>		Actor Action	System Response	User is in the main menu		User clicks on desired button	User is prompted by the main menu depending on which button was selected.
Actor Action	System Response							
User is in the main menu								
User clicks on desired button	User is prompted by the main menu depending on which button was selected.							
Variations:	N/A							
Notes and Issues:	N/A							
Developer Notes:	N/A							

Use Case ID:	UC-02
Use Case Name:	Move a chess piece.
Description:	Selected piece is able to move in scope of move set and available moves on board.

Actors	Player1, Player2							
Pre-Conditions :	Chess piece is selected in current position.							
Post-Conditions:	Chess piece location is updated with updated available moves.							
Frequency of Use:	Every turn in game.							
Flow of Events:	<table><tr><th>Actor Action</th><th>System Response</th></tr><tr><td>User has already selected a chess piece.</td><td></td></tr><tr><td>User moves piece to desired spot on board.</td><td>Piece is updated on the board.</td></tr></table>		Actor Action	System Response	User has already selected a chess piece.		User moves piece to desired spot on board.	Piece is updated on the board.
Actor Action	System Response							
User has already selected a chess piece.								
User moves piece to desired spot on board.	Piece is updated on the board.							
Variations:	No moves are available.							
Notes and Issues:	N/A							
Developer Notes:	N/A							

Use Case ID:	UC-03
Use Case Name:	Quit a game
Description:	User wants to end the current game and return to the main menu

Actors	Player 1 or Player 2									
Pre-Conditions :	A game is in progress									
Post-Conditions:	The players return to the main menu									
Frequency of Use:	Every time a user wishes to end the current game									
Flow of Events:	<table><tr><th>Actor Action</th><th>System Response</th></tr><tr><td>User clicks menu button</td><td>Menu options are displayed</td></tr><tr><td>User clicks on quit option</td><td>“Are you sure?” displayed</td></tr><tr><td>User selects yes</td><td>Game returns to main menu</td></tr></table>		Actor Action	System Response	User clicks menu button	Menu options are displayed	User clicks on quit option	“Are you sure?” displayed	User selects yes	Game returns to main menu
Actor Action	System Response									
User clicks menu button	Menu options are displayed									
User clicks on quit option	“Are you sure?” displayed									
User selects yes	Game returns to main menu									
Variations:	N/A									
Notes and Issues:	N/A									
Developer Notes:	N/A									

Use Case ID:	UC-04
Use Case Name:	Select a chess piece.
Description:	User selects a chess piece and is given options of available move sets and move limitations with respect to the board.

Actors	Player1, Player2							
Pre-Conditions :	Chess piece are unselected.							
Post-Conditions:	Chess piece is selected with available moves shown.							
Frequency of Use:	Every turn in game.							
Flow of Events:	<table><tr><th>Actor Action</th><th>System Response</th></tr><tr><td>User is in a game</td><td></td></tr><tr><td>User clicks on a piece</td><td>Piece becomes highlighted as well as valid move destinations</td></tr></table>		Actor Action	System Response	User is in a game		User clicks on a piece	Piece becomes highlighted as well as valid move destinations
Actor Action	System Response							
User is in a game								
User clicks on a piece	Piece becomes highlighted as well as valid move destinations							
Variations:	N/A (would be no pieces, therefore game has been completed)							
Notes and Issues:	N/A							
Developer Notes:	N/A							

Use Case ID:	UC-05
Use Case Name:	User profile creation
Description:	A user will create a new profile that can be used to log into games

Actors	Player 1 or Player 2									
Pre-Conditions :	User has not logged into a profile									
Post-Conditions:	User will be logged in under a new profile									
Frequency of Use:	Every time a user wishes to create a new profile or there is a new user									
Flow of Events:	<table><tr><th>Actor Action</th><th>System Response</th></tr><tr><td>User is in menu and not currently logged into a profile</td><td></td></tr><tr><td>User clicks on “create profile” button</td><td>User is prompted to input a name</td></tr><tr><td>User inputs name and clicks ok button</td><td>User is returned to main menu and signed in under new name</td></tr></table>		Actor Action	System Response	User is in menu and not currently logged into a profile		User clicks on “create profile” button	User is prompted to input a name	User inputs name and clicks ok button	User is returned to main menu and signed in under new name
Actor Action	System Response									
User is in menu and not currently logged into a profile										
User clicks on “create profile” button	User is prompted to input a name									
User inputs name and clicks ok button	User is returned to main menu and signed in under new name									
Variations:	N/A									
Notes and Issues:	N/A									
Developer Notes:	N/A									

Use Case ID:	UC-06
Use Case Name:	User logon
Description:	User will logon into a valid profile to enter the game menu.

Actors	Player 1, Player2							
Pre-Conditions :	User is not logged into a valid profile							
Post-Conditions:	User logs in and UI is updated with the main menu interface.							
Frequency of Use:	Every time a user wants to play the game.							
Flow of Events:	<table><tr><th>Actor Action</th><th>System Response</th></tr><tr><td>User is in menu and not currently logged into a profile</td><td></td></tr><tr><td>User selects a profile.</td><td>User is signed into selected profile</td></tr></table>		Actor Action	System Response	User is in menu and not currently logged into a profile		User selects a profile.	User is signed into selected profile
Actor Action	System Response							
User is in menu and not currently logged into a profile								
User selects a profile.	User is signed into selected profile							
Variations:	N/A							
Notes and Issues:	N/A							
Developer Notes:	N/A							

Use Case ID:	UC-07
Use Case Name:	Check the leaderboard
Description:	A user wants to see player statistics

Actors	Player 1 or Player 2							
Pre-Conditions :	Player is logged into the game and a game is not in progress							
Post-Conditions:	Player is returned to main menu							
Frequency of Use:	Every time a user wants to see user statistics							
Flow of Events:	<table><tr><th>Actor Action</th><th>System Response</th></tr><tr><td>User is in main menu</td><td></td></tr><tr><td>User clicks “display leaderboard” button</td><td>User is taken to a board displaying all users and stats</td></tr></table>		Actor Action	System Response	User is in main menu		User clicks “display leaderboard” button	User is taken to a board displaying all users and stats
Actor Action	System Response							
User is in main menu								
User clicks “display leaderboard” button	User is taken to a board displaying all users and stats							
Variations:	N/A							
Notes and Issues:	N/A							
Developer Notes:	N/A							

Use Case ID:	UC-08
Use Case Name:	Save Game
Description:	User will load their last saved game.

Actors	Player 1 or Player 2									
Pre-Conditions :	User is logged in. A game has been started.									
Post-Conditions:	User is must log back in.									
Frequency of Use:	Can happen at any time during a game.									
Flow of Events:	<table><tr><th>Actor Action</th><th>System Response</th></tr><tr><td>User is logged in.</td><td></td></tr><tr><td>User clicks save button.</td><td>Get the current board array</td></tr><tr><td></td><td>Save the board array to the user's save file.</td></tr></table>		Actor Action	System Response	User is logged in.		User clicks save button.	Get the current board array		Save the board array to the user's save file.
Actor Action	System Response									
User is logged in.										
User clicks save button.	Get the current board array									
	Save the board array to the user's save file.									
Variations:	N/A									
Notes and Issues:	N/A									
Developer Notes:	N/A									

Use Case ID:	UC-09
Use Case Name:	Restart a game
Description:	User wants to start the current game over

Actors	Player 1 or Player 2									
Pre-Conditions :	A game is in progress									
Post-Conditions:	A new game is started with the same players									
Frequency of Use:	Every time a user wants to restart the game									
Flow of Events:	<table><tr><th>Actor Action</th><th>System Response</th></tr><tr><td>User is in the middle of a game</td><td></td></tr><tr><td>User clicks restart game button</td><td>User is prompted “are you sure?”</td></tr><tr><td>User clicks “yes”</td><td>A new game is created with same users logged in</td></tr></table>		Actor Action	System Response	User is in the middle of a game		User clicks restart game button	User is prompted “are you sure?”	User clicks “yes”	A new game is created with same users logged in
Actor Action	System Response									
User is in the middle of a game										
User clicks restart game button	User is prompted “are you sure?”									
User clicks “yes”	A new game is created with same users logged in									
Variations:	N/A									
Notes and Issues:	N/A									
Developer Notes:	N/A									

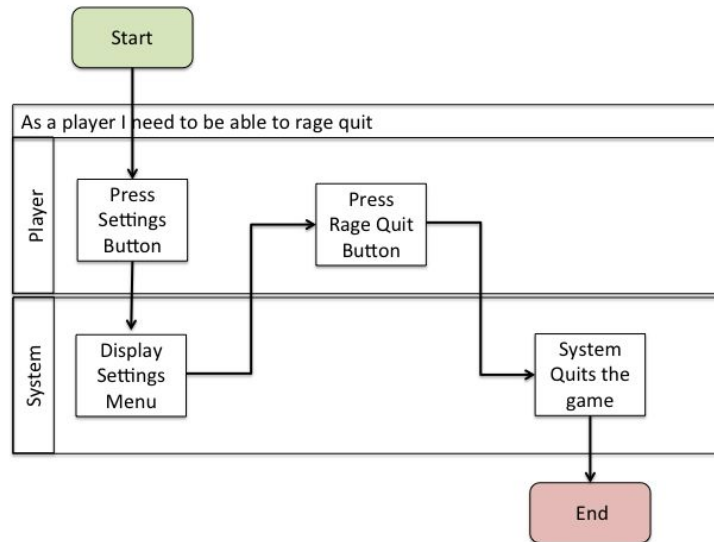
Use Case ID:	UC-10
Use Case Name:	Start a new game
Description:	Players will be able start a new chess game

Actors	Player 1 or Player 2							
Pre-Conditions :	A game is not currently in progress							
Post-Conditions:	A game will be set up							
Frequency of Use:	Every time a user wishes to start a game							
Flow of Events:	<table><tr><th>Actor Action</th><th>System Response</th></tr><tr><td>Two users are logged into profiles</td><td></td></tr><tr><td>User selects start new game</td><td>A new board is set up with the two users as players</td></tr></table>		Actor Action	System Response	Two users are logged into profiles		User selects start new game	A new board is set up with the two users as players
Actor Action	System Response							
Two users are logged into profiles								
User selects start new game	A new board is set up with the two users as players							
Variations:	N/A							
Notes and Issues:	N/A							
Developer Notes:	N/A							

Activity Diagrams:

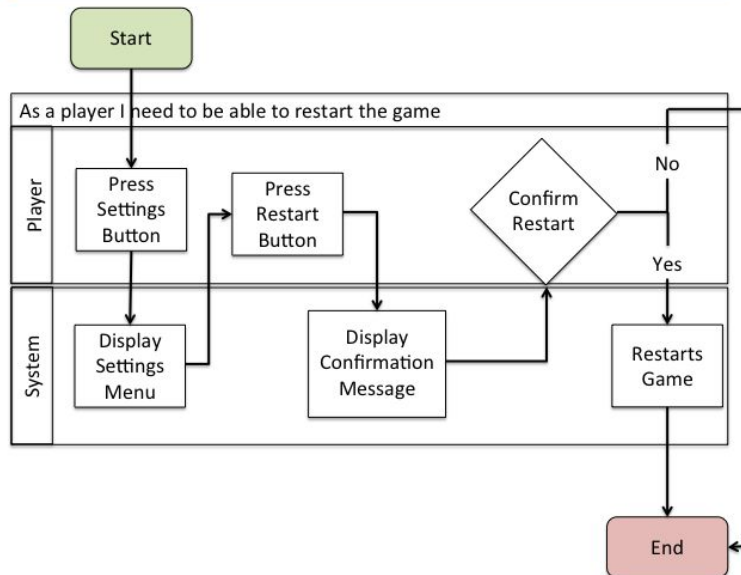
Ryan O'Connell

UR-03



Ryan O'Connell

UR-09

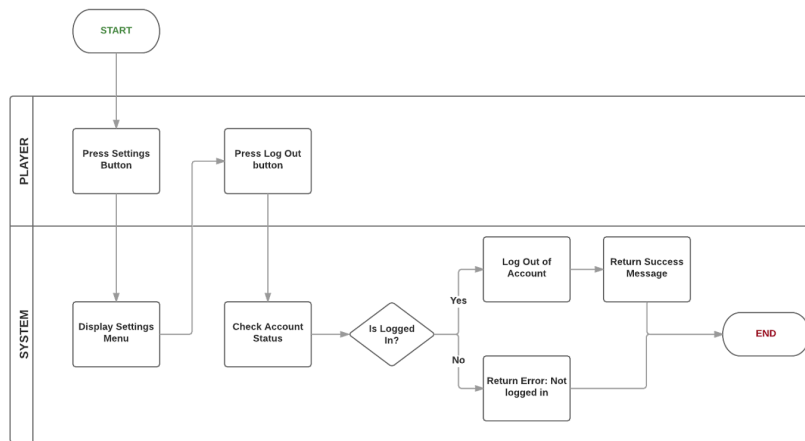


UR-08

Chase Springer

LOGGING OUT

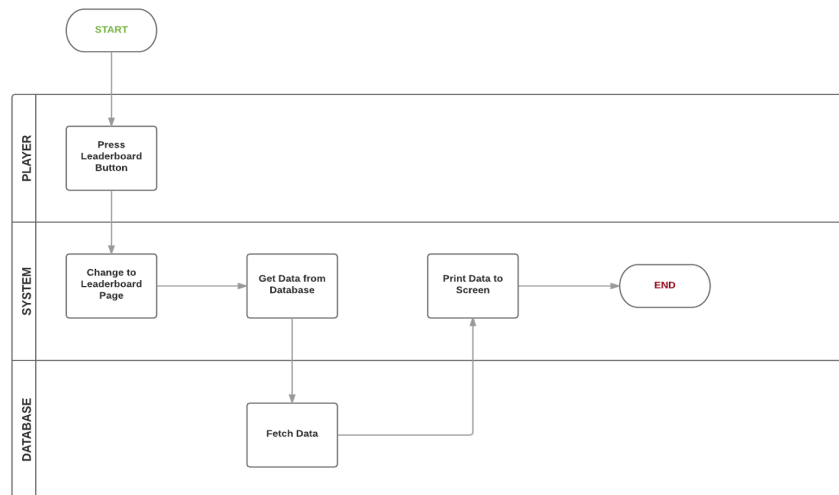
Chase Springer | March 3, 2016

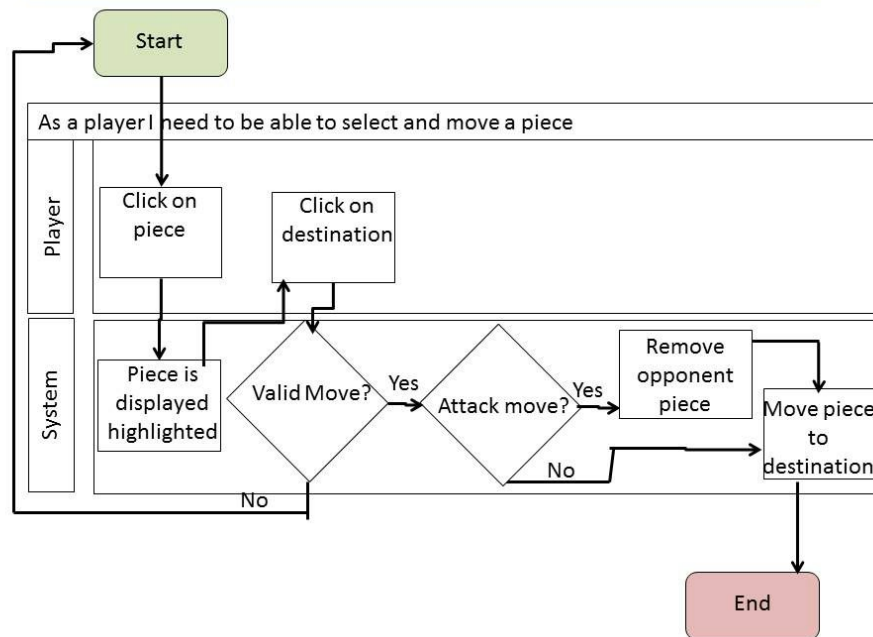
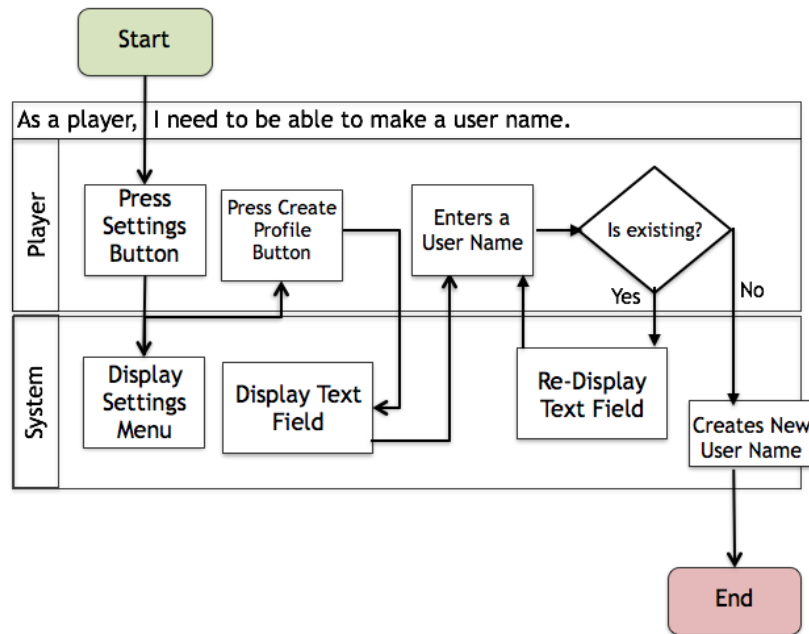


UR-07

LEADERBOARD

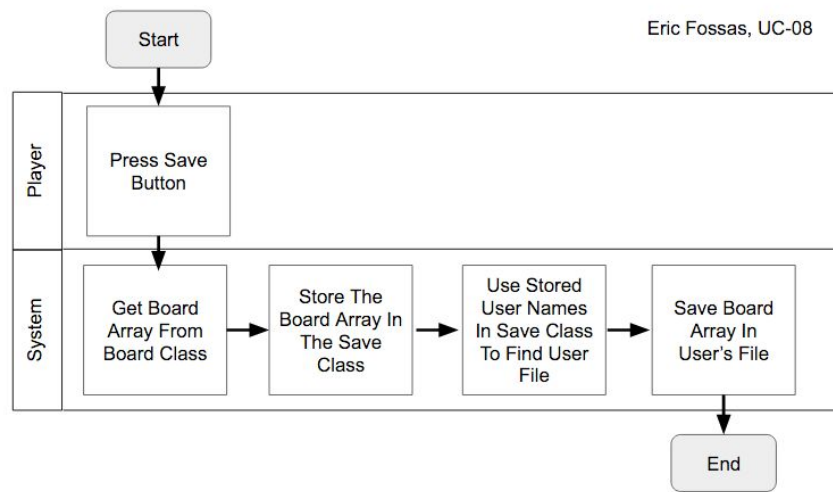
Chase Springer | March 2, 2016





As a player, I need to save data

Eric Fossas, UC-08



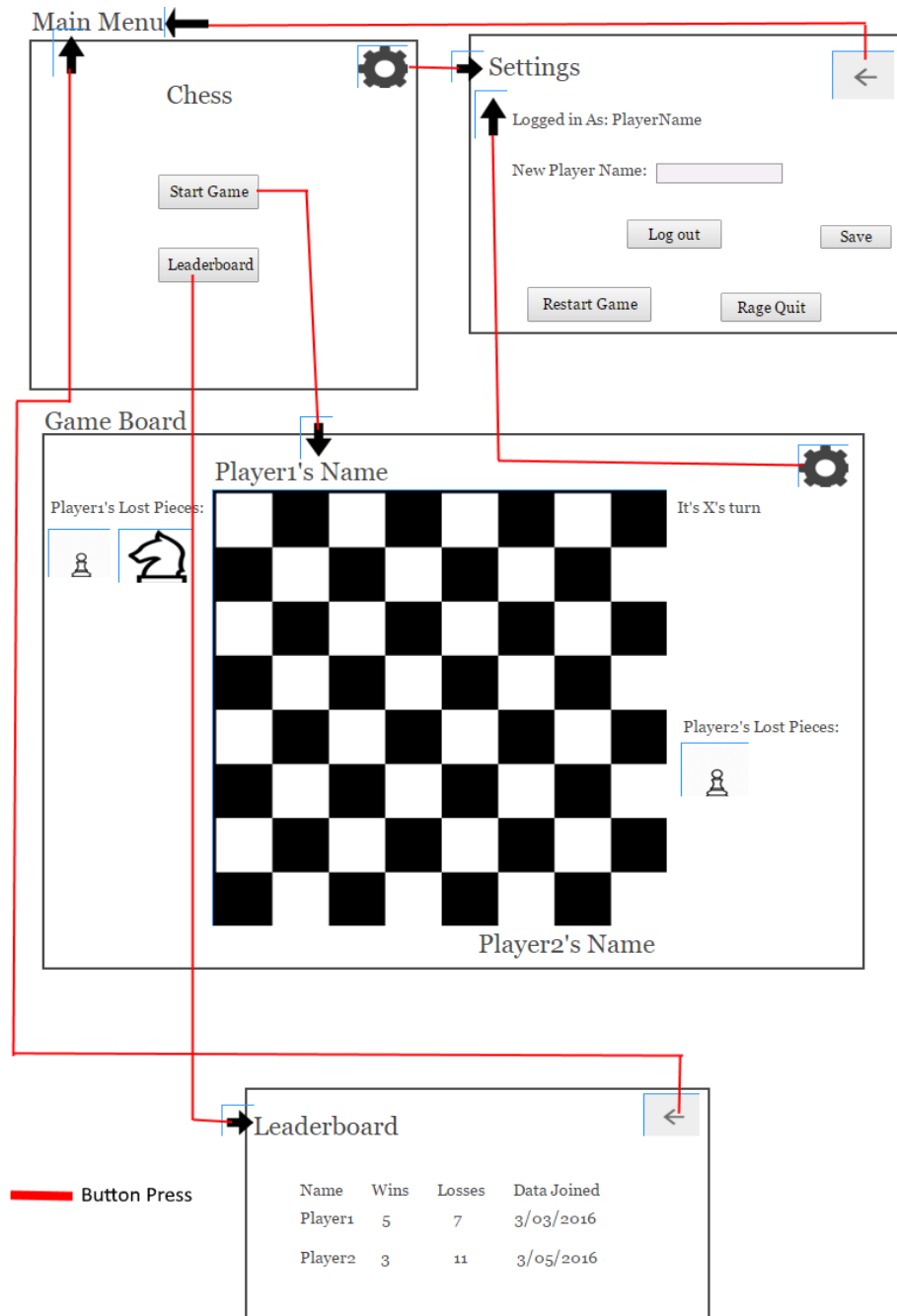
Data Storage:

Data Storage: JSON files on a server.

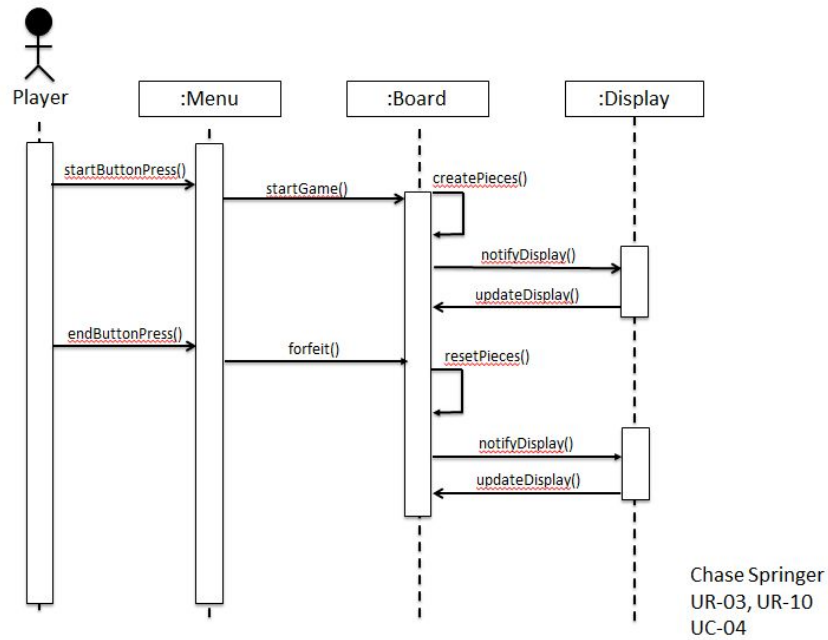
Classes:

- The following data is stored: usernames, record, current board, current opponent.
- Save class saves the data.
- Stats class reads the data.

UI Mockup:

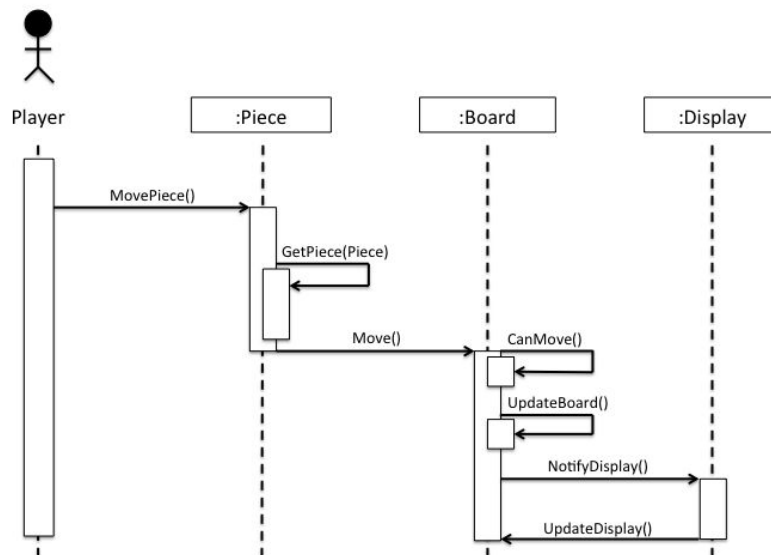


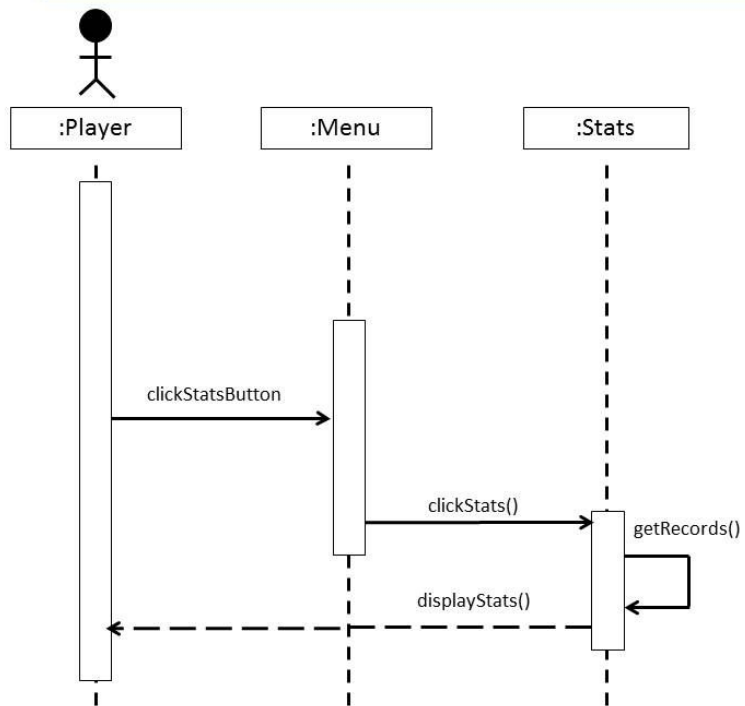
User Interactions:



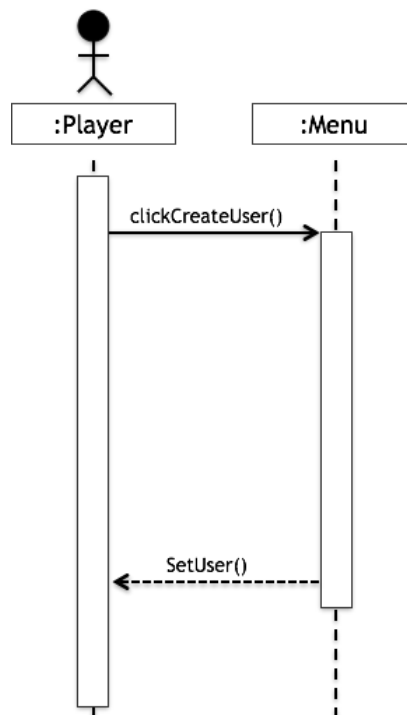
Ryan O'Connell

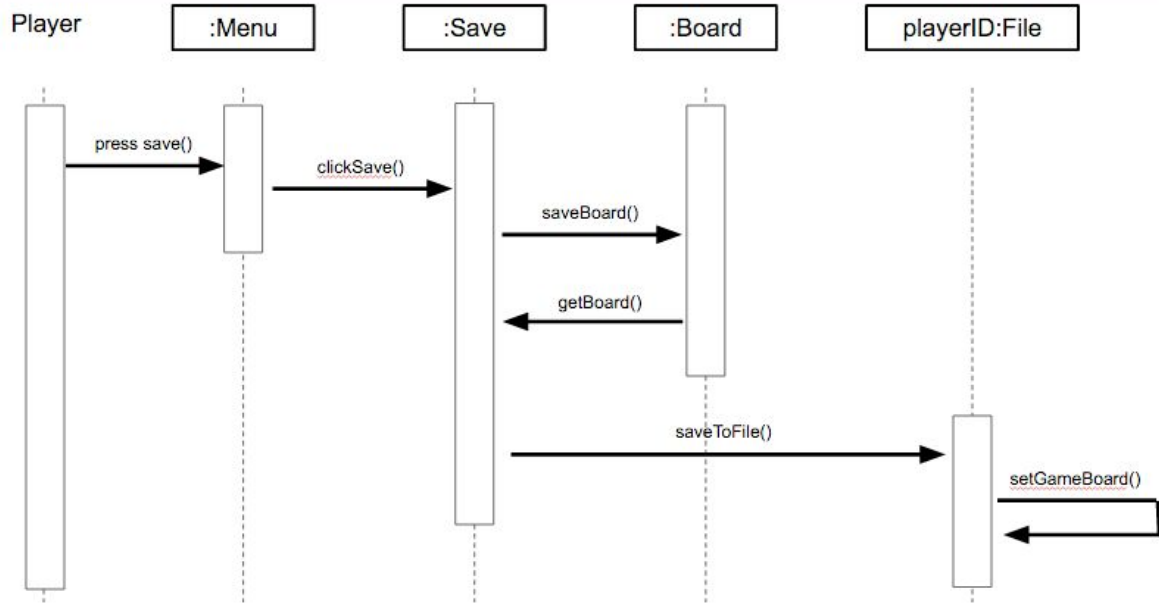
UR-02, UR-04, UC-02, UC-03





Kevin Rau - UR-05





Class Diagrams

Class Diagrams:

