BSC – HGP – Project Go
UI Design Document & Report

1. Division of Work

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Student Name2: Manon Goffinet

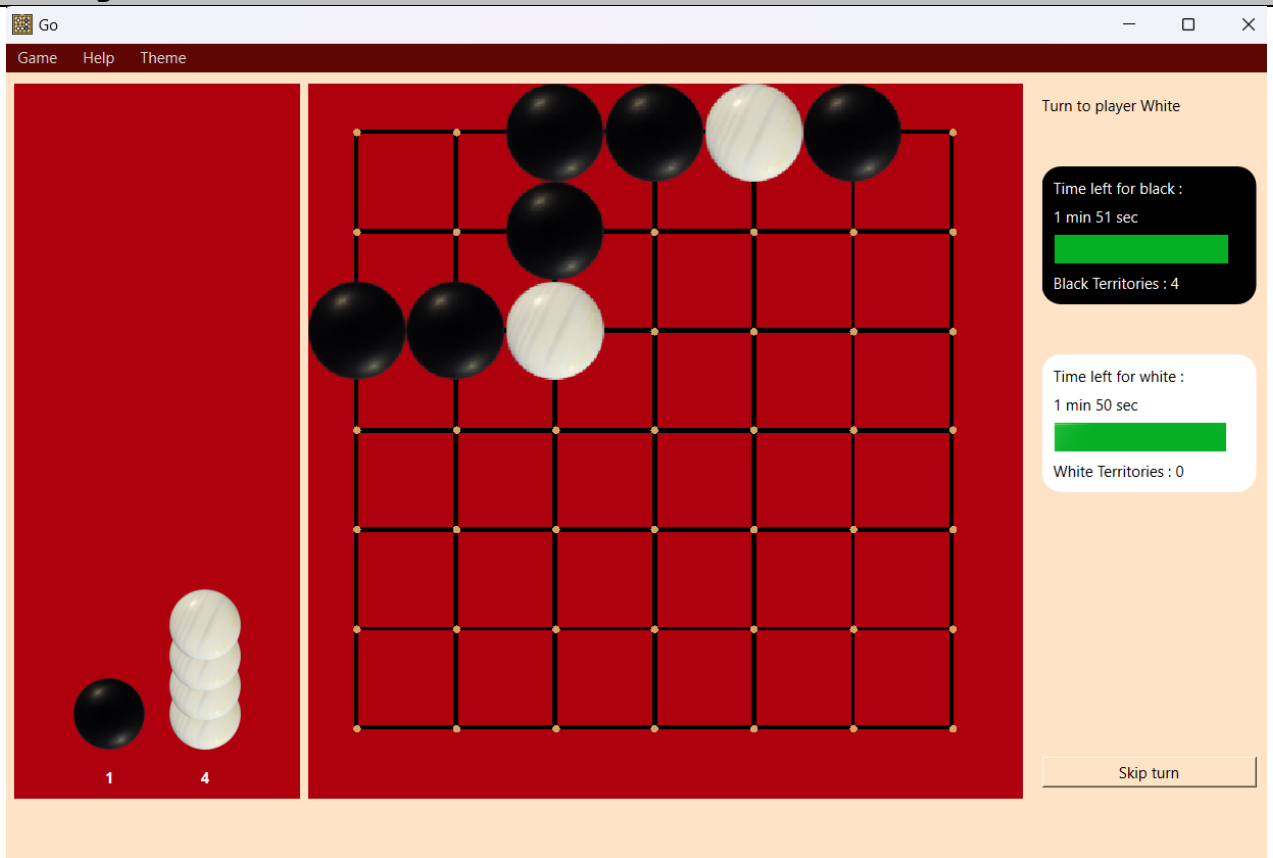
Student Number1: 3104948
Student Number2: 3107597

Division of work: work was evenly divided

Filename / Task	Antoine Tekieli	Manon Goffinet
Board	30%	70%
Prison	50%	50%
Go	50%	50%
Pieces	70%	30%
ScoreBoard	50%	50%
GameLogic	70%	30%
System design	50%	50%
Git hub repository	50%	50%
Learning rules of draughts	50%	50%
Design Document	30%	70%

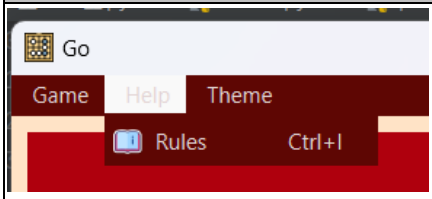
2. UI Design

Task 1 (1 image with description + what is working/not working)

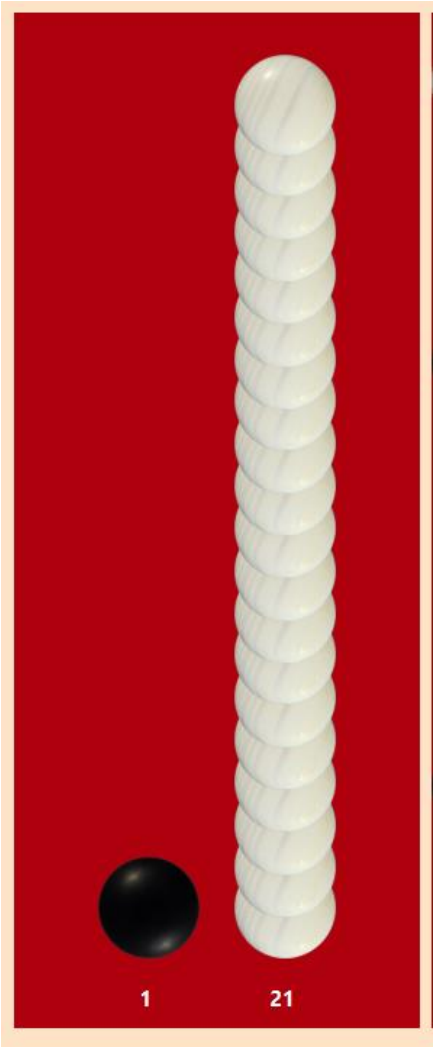


The application displays a **full Go board of side size 7**. The display works, and any resize of the window will changes the size of the board, while keeping it square.

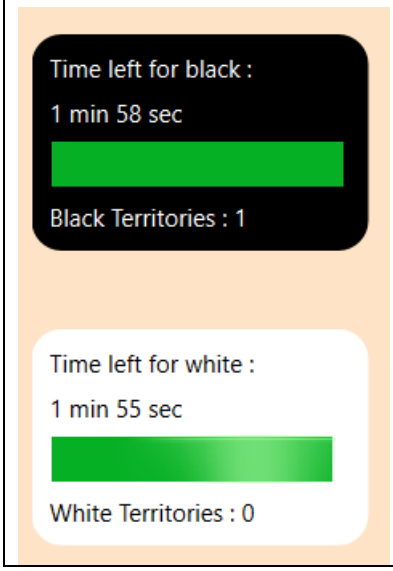
Task 2 (6 images of working Menus/buttons/Labels including description + what is working/not working)



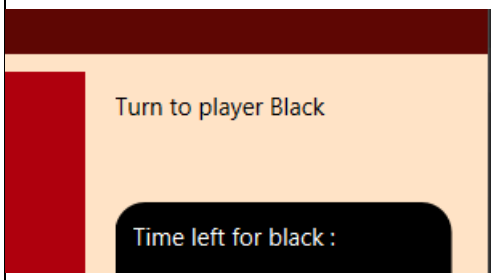
a) **The rules** are in the help menu and can redirect the players to a website (clickable link) with a more detailed set of rules if they are not enough.



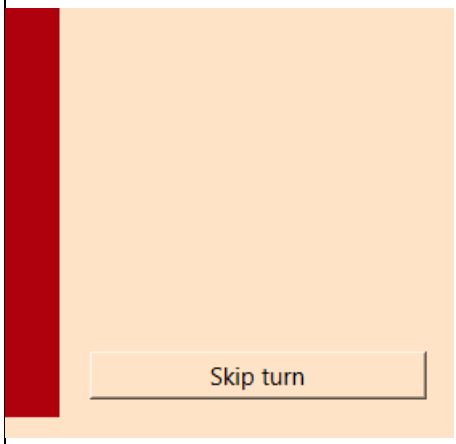
b) The left of the window is the prison or jail for **the stones which were captured**. Inside the prison is displayed the number of stones each player has captured written under the pile of stone, and each time a stone is captured, the pile grows. It can contain up to 20 stones, after that only the number of captured stones grows, the pile stays at the max number of stones displayed (20). (Here for example, there are 21 captured white Stones, but only 20 are displayed, so the pile stays within the prison.)



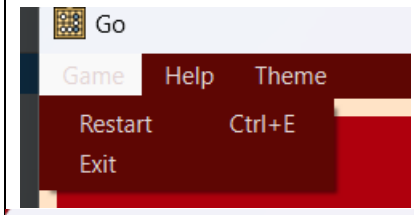
c) The **territories** are displayed on the right with the time left for each player. The colours of each part allow both players to easily see the score.

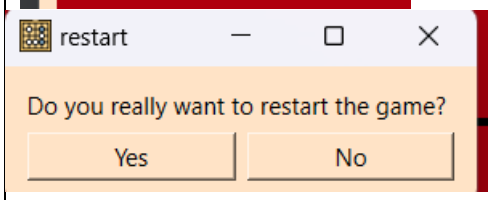


d) At the top right corner is always displayed **the player who is playing**.



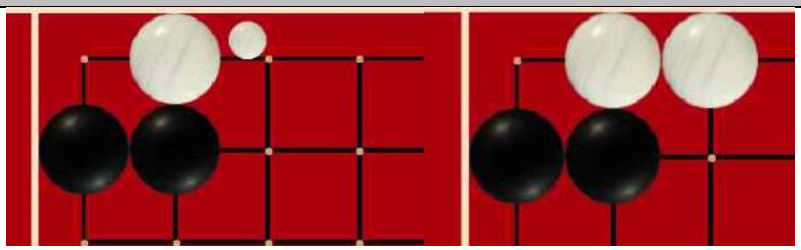
e) The **skip button** is at the bottom right and allows a player to skip his turn at any time of the game. 2 skips one after the other ends the game.





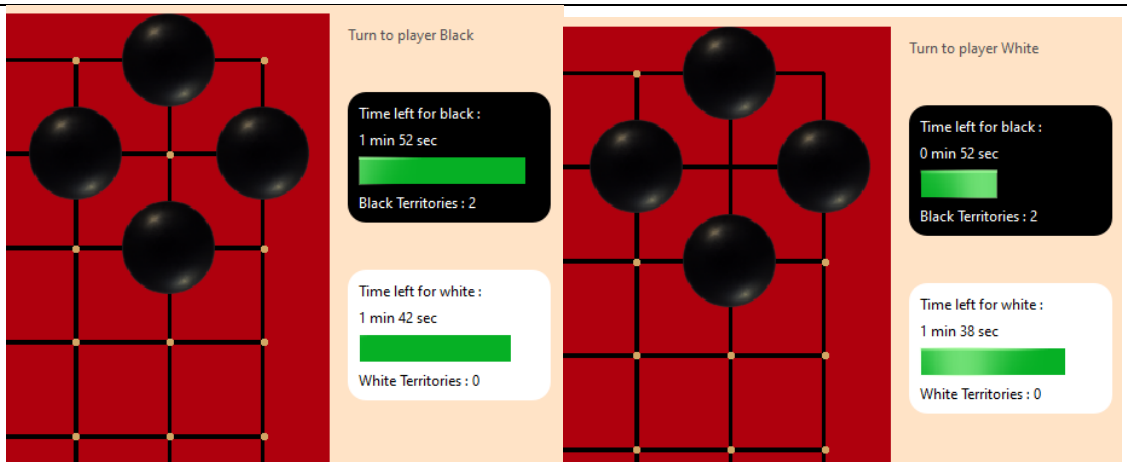
f) The **restart action** is inside the game menu with the exit action. When you click on it, it opens a window to confirm or not the restart.

Task 3 (2 images + what is working/not working)



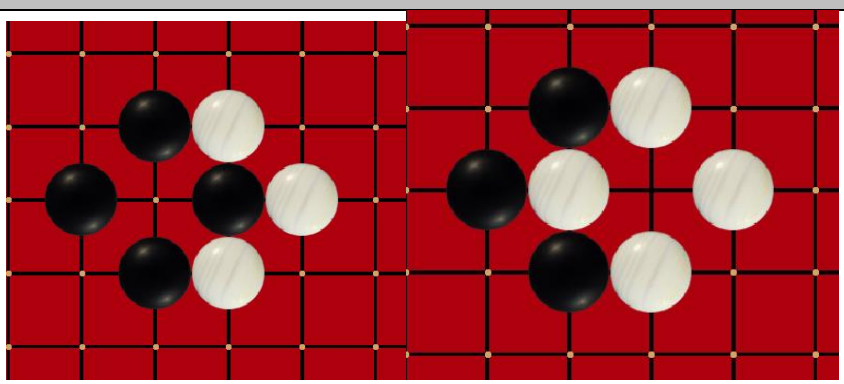
When **we want to place a stone**, the cursor represents a stone but smaller than a regular stone (less small than in the images but we have an issue with the recording of the screen). The color of the stone displayed correspond to the player that is playing now

Task 4 (2 images + what is working/not working)



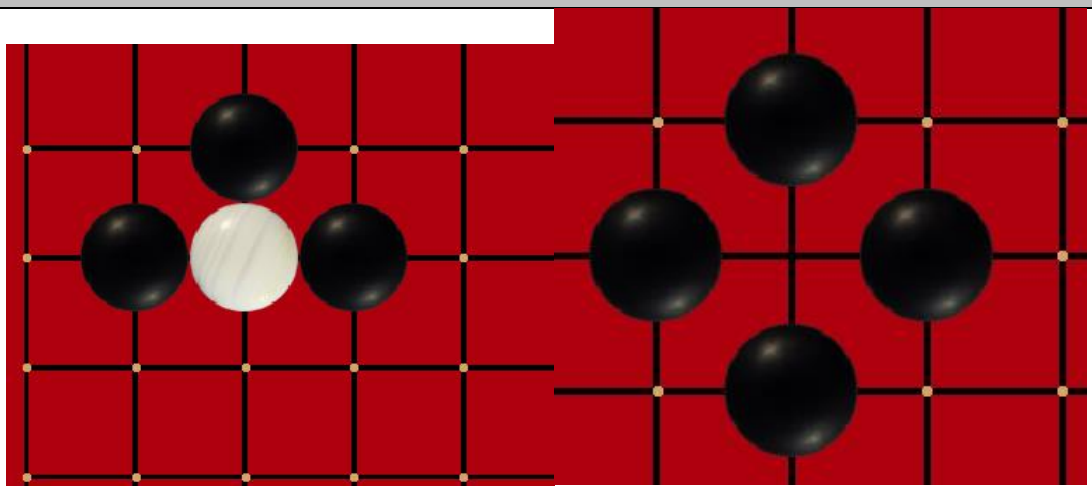
To know where we can play, we put some color dots on the intersections which are playable for each player.
Here we can see that the black player can put a stone everywhere but the white cannot because it will be immediately taken so there is not dot in the middle of the black stone when it's the white turn.

Task 5 (2 images + what is working/not working)



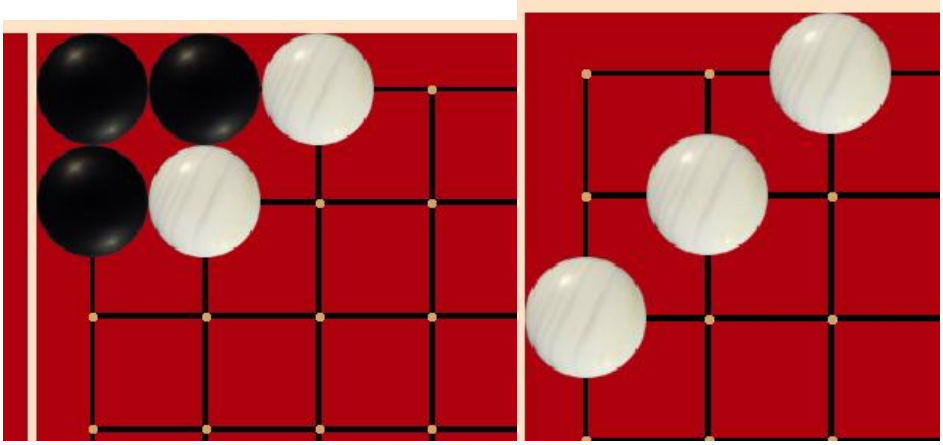
Here the white player can play in the middle of the black, but the black **cannot because it will repeat the first situation.**

Task 6 (2 images + what is working/not working)



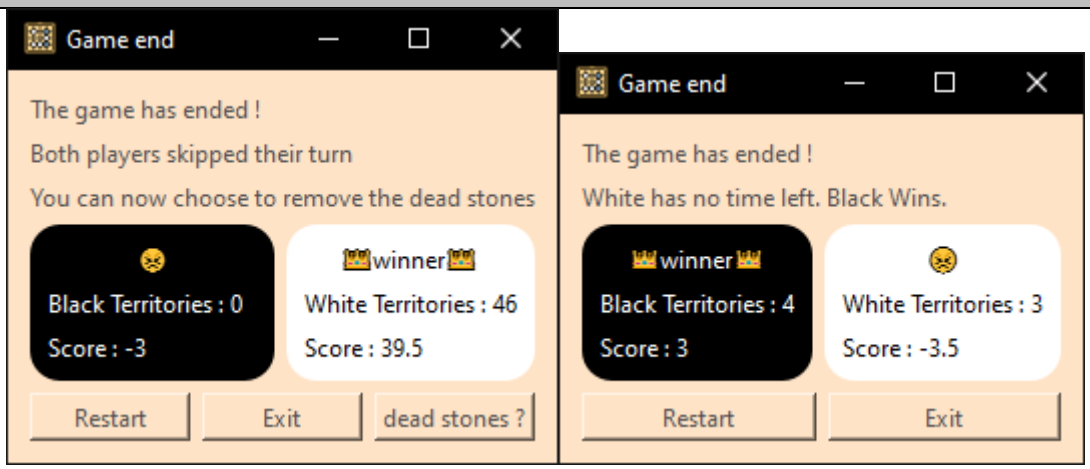
The white stone disappears between the two pictures, since **its surrounded by black stones.**

Task 7 (2 images + what is working/not working)



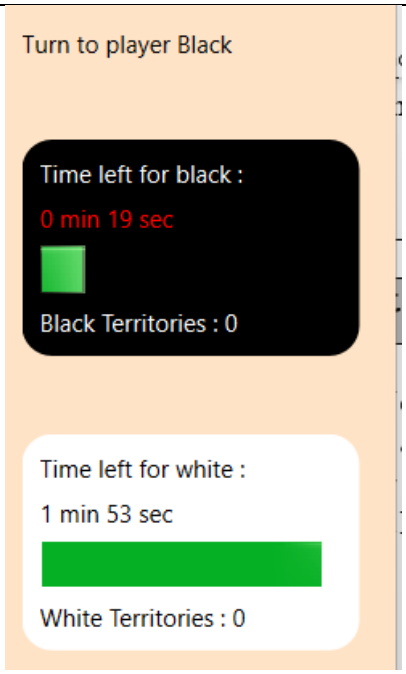
The black stones disappear since they are surrounded by white stones

Task 8 (2 images + what is working/not working)

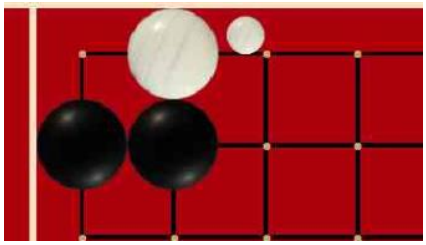


The game end has two messages possible, one when there is no time left or one of the player, and one when the two player skip one after the other.
When there is no time left, automatically the other player wins, the territory and score calculations are not used to find the winner.
When the game end after a double skip, the winner is found using the territories and score calculations. There is an option for the player to take off the dead stones of the board (will be described in the extra features part).

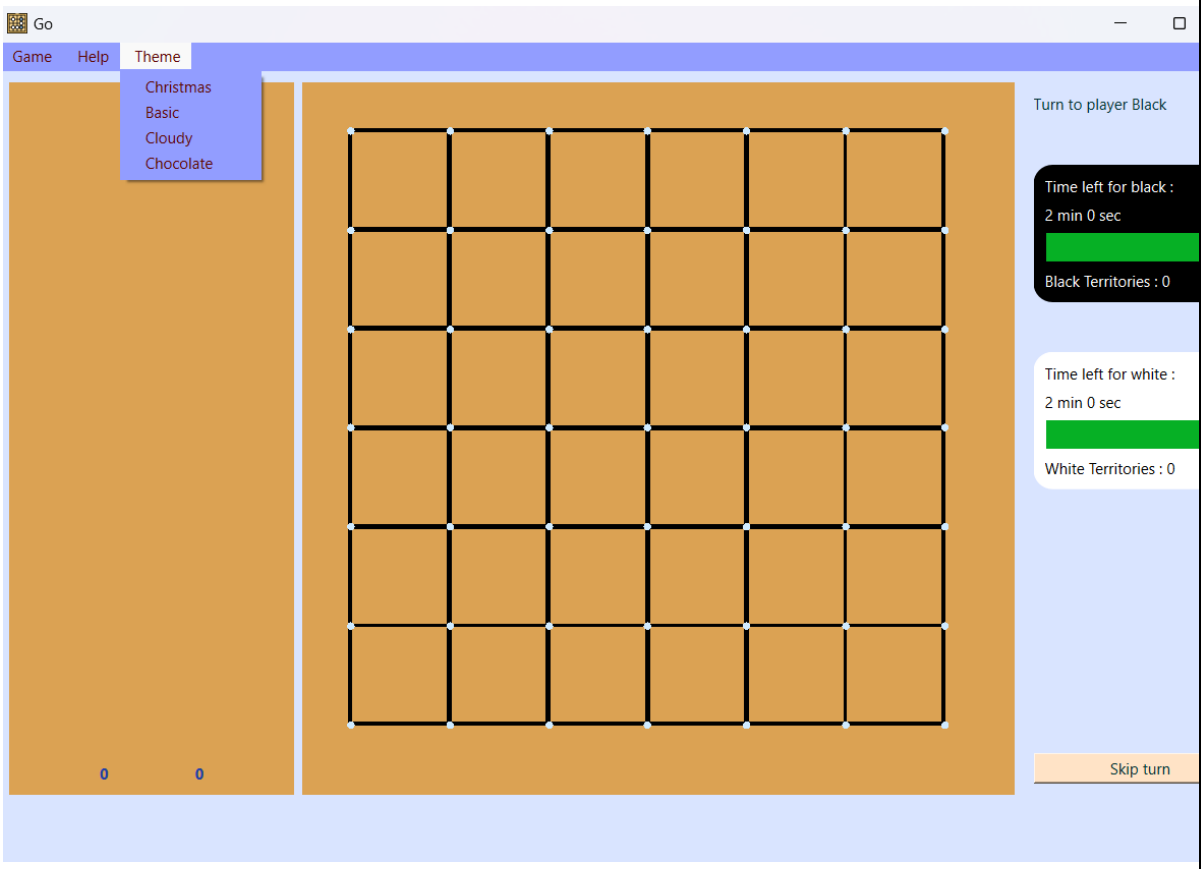
Task 9 (2 images + what is working/not working)



The **first extra feature** is the 2 timers, one for each player, of 2 minutes. A player loses if he has no time left. Also, the time becomes red when there is less than 30 seconds left.

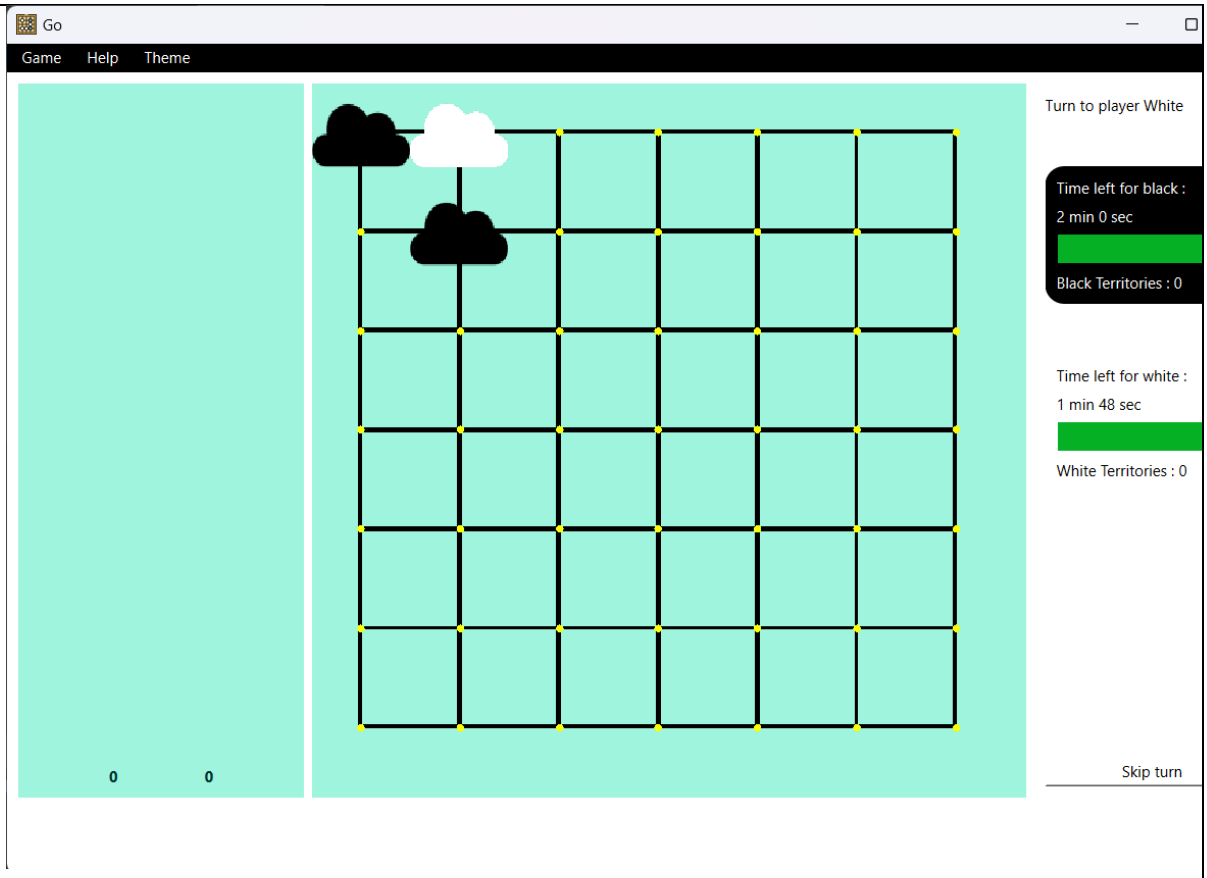


Another extra feature is **the change of cursor** when it is on the board. The cursor matches with the player that is playing. (The picture is not a perfect representation of the feature, we could not take a screen print of the cursor)

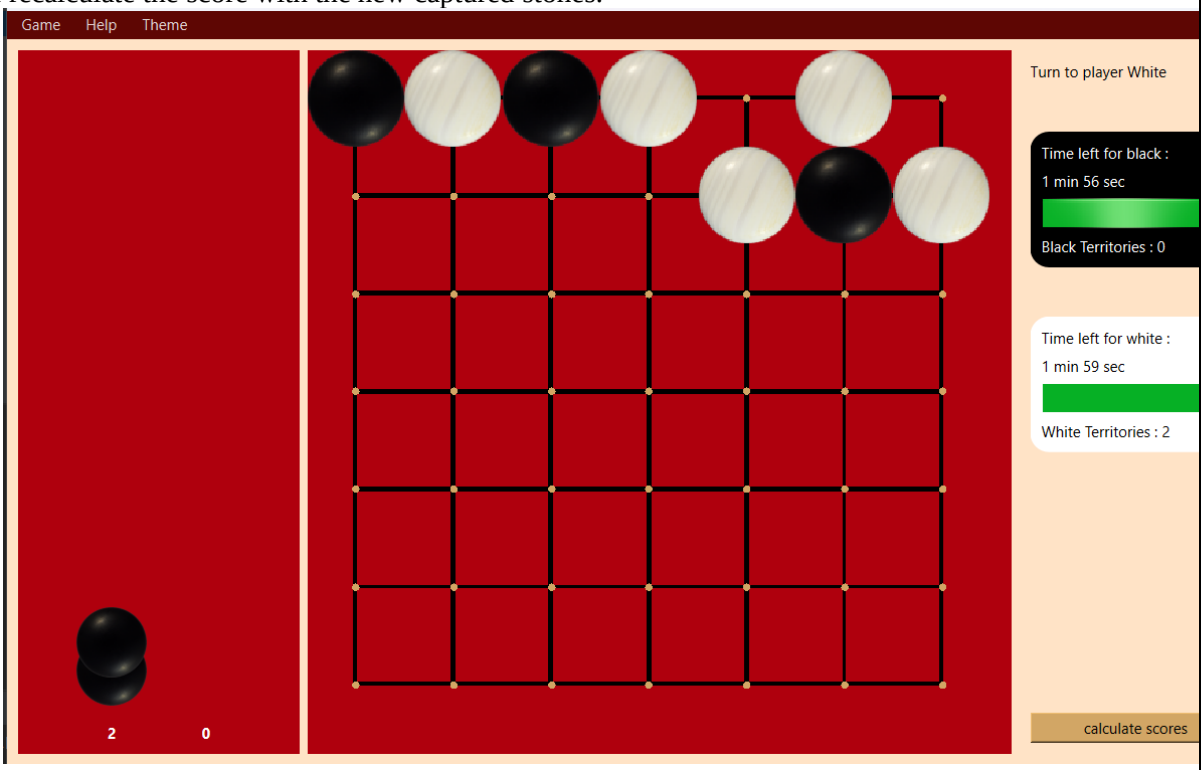


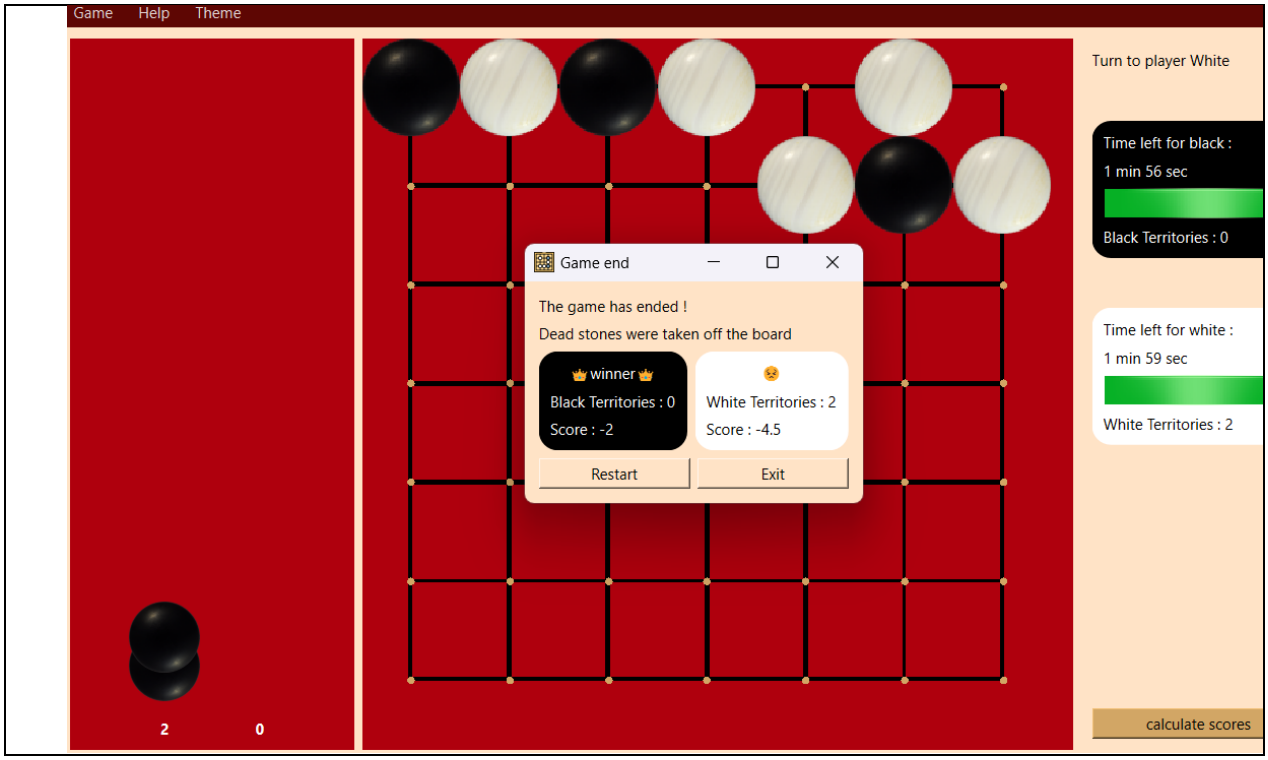
The **second extra feature** are a system of theme, with 4 different themes disponible. The stones also change with the change of theme

Jennifer Lebron 11.2022



The **third extra feature** is the possibility to take off a stone off the board at the end if they are considered as “dead stones” by the player. The stones that are clicked on during this time of the game, are taken off the board and put inside the prison.
When the players finish taking off the dead stones, the skip button was changed in calculate score that will recalculate the score with the new captured stones.





Task 10 (2 images + what is working/not working)

```
def mousePressEvent(self, event):
    '''
    this event is automatically called when the mouse is pressed
    it check if the stone can be placed
    '''
    posX = event.position().x()
    posY = event.position().y()
    if self.squareWidth() <= self.squareHeight():
```

The code is commented.