

Release Notes – v1.02 CR1

8/29/2017

Overview

This product allows two remote users to play a game of checkers together. This is the first CR version of the product, and is being presented to the TA of CS 451.

Purpose

These release notes exist to document the following changes

- Bugfixes: Connect button was not accepting input, project would not compile in specific folders
- Implementation of sending moves from client to host

Bug Summary

Connect Button Bug

Summary: Would not accept input on the client side, leading to an inability to connect to the game.

Repro Steps: Create a client & host instances. Make the host, and then attempt to connect to said host with the client. The “Connect” Button will be unresponsive.

Resolution: After testing within Unity, it was found that the button did not have anything assigned to it, and so did not do anything with the given input. Button was assigned out, and the product worked as intended.

End-user Impact: None

Support Impacts: None

Notes

To be able to create your own version of the application, you must have installed Unity 4.6.1 or later. .Exe creation instructions are as follows.

- 1) Open Project within Unity, navigate to the project folder
- 2) Go to File->Build Settings -> PC, Mac, & Linux standalone. Keep all options the same, and click build.
- 3) An exe should be generated at the location you specified.

Release Notes – v1.01

8/27/2017

Overview

This product allows two remote users to play a game of checkers together. This is the version of the product created after the Dev session on 8/27/2017.

Purpose

These release notes exist to document the following changes

- Implementation:
 - Client/Server Connection
 - Checkers Board
 - Pieces
 - Move Restrictions
 - Game Flow
 - UI for Client/Server
 - Kinging

Bug Summary

Connect Button Bug

Summary: Would not accept input on the client side, leading to an inability to connect to the game.

Repro Steps: Create a client & host instances. Make the host, and then attempt to connect to said host with the client. The “Connect” Button will be unresponsive.

Resolution: Currently, there is no resolution to this bug.

End-user Impact: Renders the game unplayable through standard means.

Support Impacts: Testing for the actual checkers gameplay must be done through editor, by checking and unchecking the isRed bool.