

American Checkers

Group 16

Team Members:

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About the project:

In the current gadget generation, enthusiastic game players around the world are always looking for fun and exciting games which are easily accessible from their handheld devices like smartphones, tablets etc. And these devices are driven by apps and becoming more and more popular these days. The project aims at similar direction in developing one such **android** popular game application “**American Checkers**”. This game is turn based in which players play against each other. The player captures the pieces of opponent and progresses diagonally, trying to become the winner by capturing all the pieces of opponent or blocking the opponent so that there are no legal moves left.

Project Goals and Objective:

Motivation:

Games and learning go hand-in-hand. So, it shouldn't be surprising that education goes beyond just English, math, and science. In fact, checkers is a fabulous game to introduce to children to build concentration, decision-making, strategizing, and impulse control.

Significance/Uniqueness:

To compete with marketing world and provide better platform, which is mostly used by customers, project would be built with android application. The outline of the project is to build at three stages, initially to build an android application with game logic to ensure end customers can access the application. Secondly to instantiate user login feature for a player to get logged in before the start of the game to compete with another player which makes it more interesting. Finally, to build around additional features such as save the game and start game in between, retrieve stats of the game.

Objective:

Although checkers appears to be a simple, childish game, there is actually a lot of thought benefits and strategizing necessary to play. A player must think ahead several moves, while trying to predict his opponent's next move. Older children learn to force captures, sacrificing their own men to capture a king or trap the opposition. Thinking, "If I move here, she will do this," forces children to plan and consider the consequences of their actions, two skills that are essential for a quality life.

System Features:

1. Designing game board
2. Implementing game logic
3. Creating User Interface and building around android studios
4. Creating User login features
5. Junit Testing

References:

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