# Board Game Checkers

**Goal to Achieve: A graphical user interface (GUI) based Checker Game**.

1) Two humans can play against each other.
2) Computer will decide the valid move.
3) Computer detect and declare the winner.

## Specifications:

The final product should include as a minimal the following:

1) Two human players will play with **12 coloured** (One set (Black) and One set (White).
2) Multiplayer Game
3) It should be possible to save intermediate state of the game and resume the game from this saved state.
4) **Correct** moves are showed by **green** colour.
5) A player wins the game when the opponent cannot make a move.

## Potentials patterns of use

Regarding game of checkers, some users just play a game just for entertainment while other users might play a game occasionally. This game will facilitate all types of users whether they play just for entertainment or play on regular basis.

## Features:

1) Having multiple variations of 'Checkers'.
2) Allowing players to select variation at the start of play.
3) Multiplayer Game
4) Colour change for checker available.
5) Pop-Out name, for whose turn.
6) Auto player option will also be also given where computer will play on one side.

## Software Requirements:

**Git** - Version control with this project.

**Software development techniques**- Schaeffer programmed heuristics ("rules of thumb") into a computer software program that captured knowledge of successful and unsuccessful checkers moves.

**Language**: Python

**Software:** PyCharm/Python

Software Testing (Black Box Testing, **TestBird**.)