Title ___3D chess___   Scene ___1___   Page ___1___
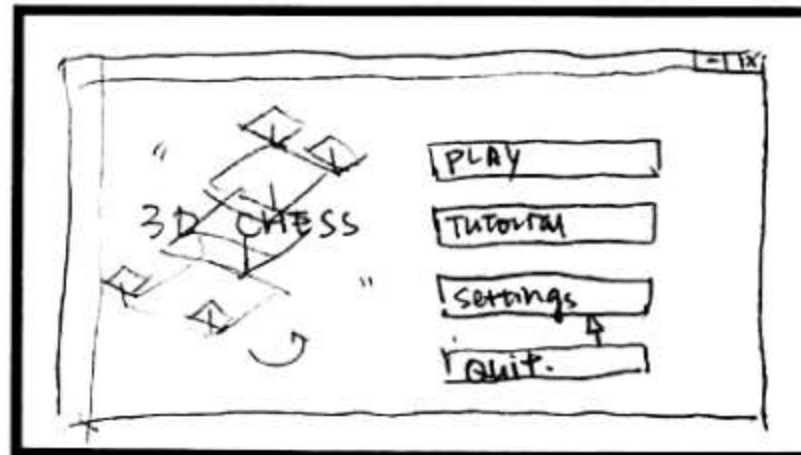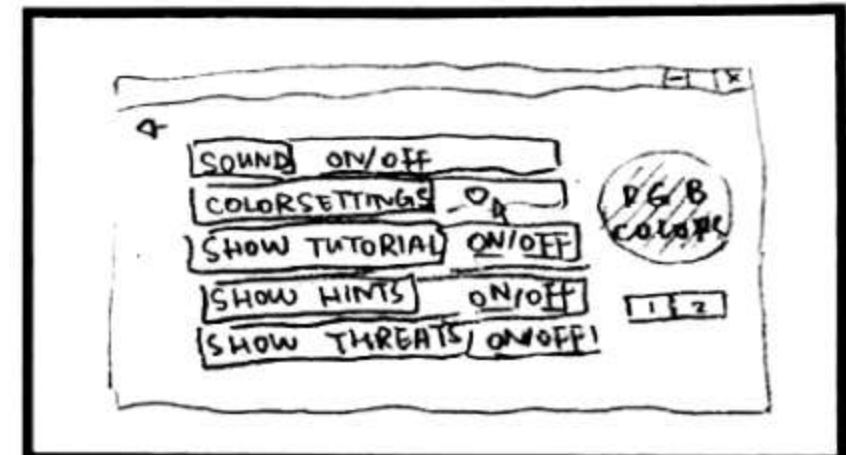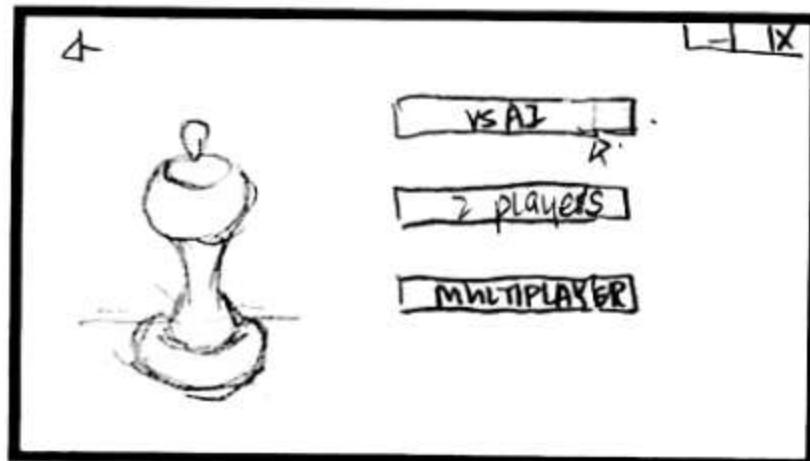

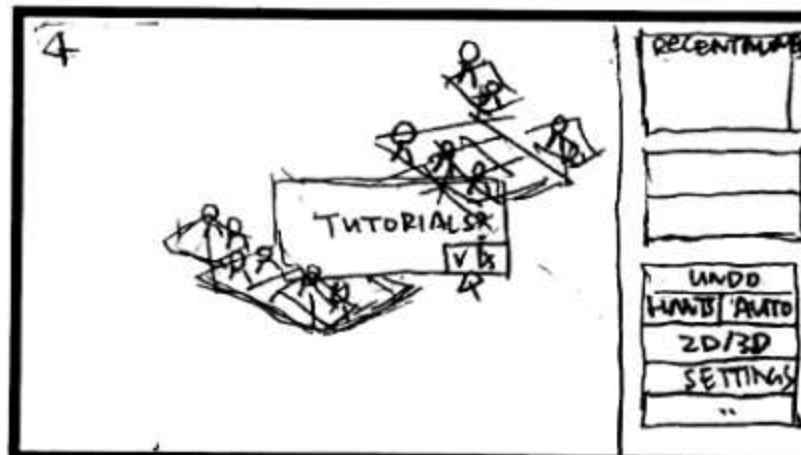The player clicks on 3D-chess.py and hits ctl+B. The pt game loads.

The player can choose each mode using mouse events. She clicks on settings first.
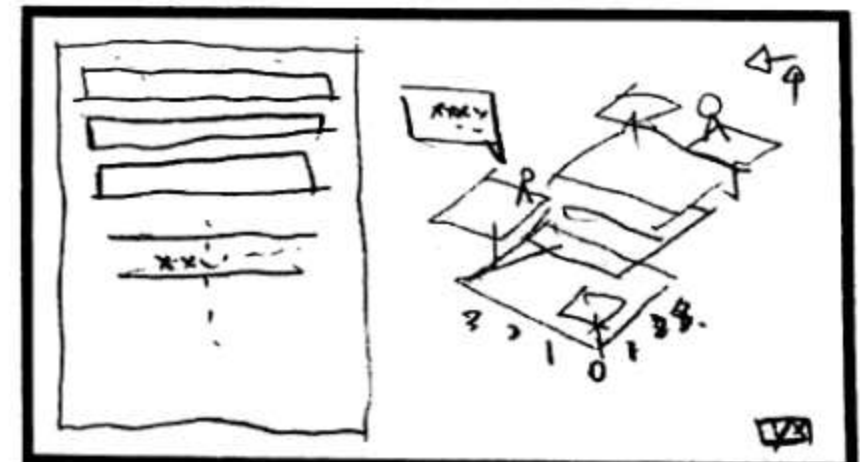

The game enters settings. The player can change settings from here or go back
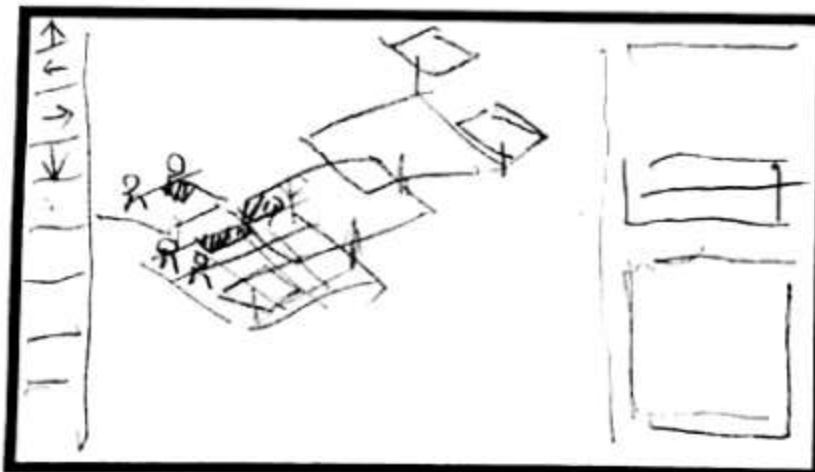

She goes back and clicks game play. She decides to play against AI. Game starts!
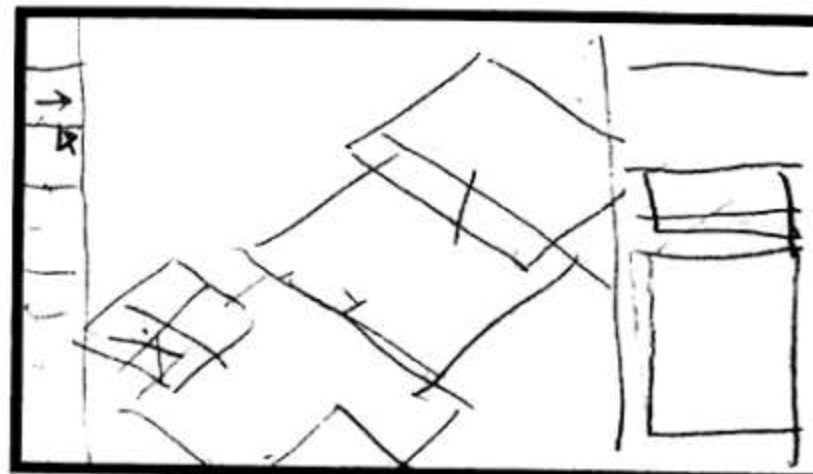

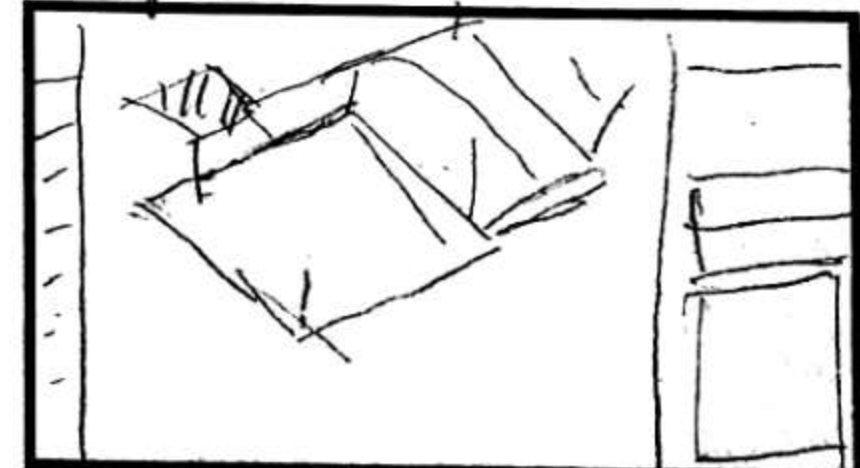Or almost. She chooses to see the tutorial!

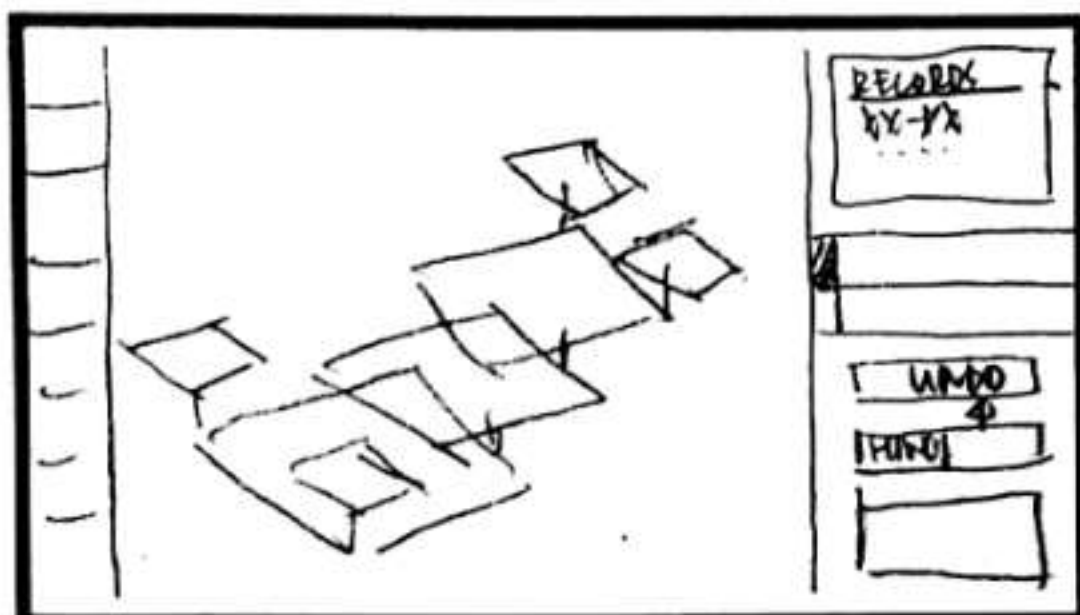WITH clickable descriptions in texts, tutorial also gives pictures help to understand the game.

No game really starts. The player clicked on a pawn, possible squares to move on is highlighted. Then the player clicks on one highlighted square. She makes a move.
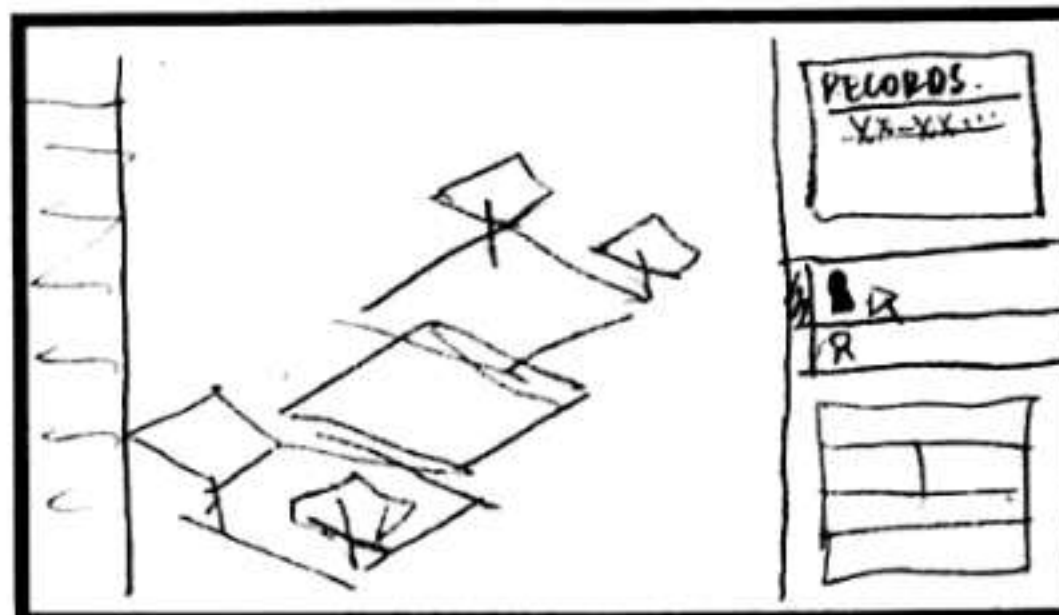

She clicks on sidebar, whole screen zooms in. after computer makes a move, she can see her pieces from different angles.
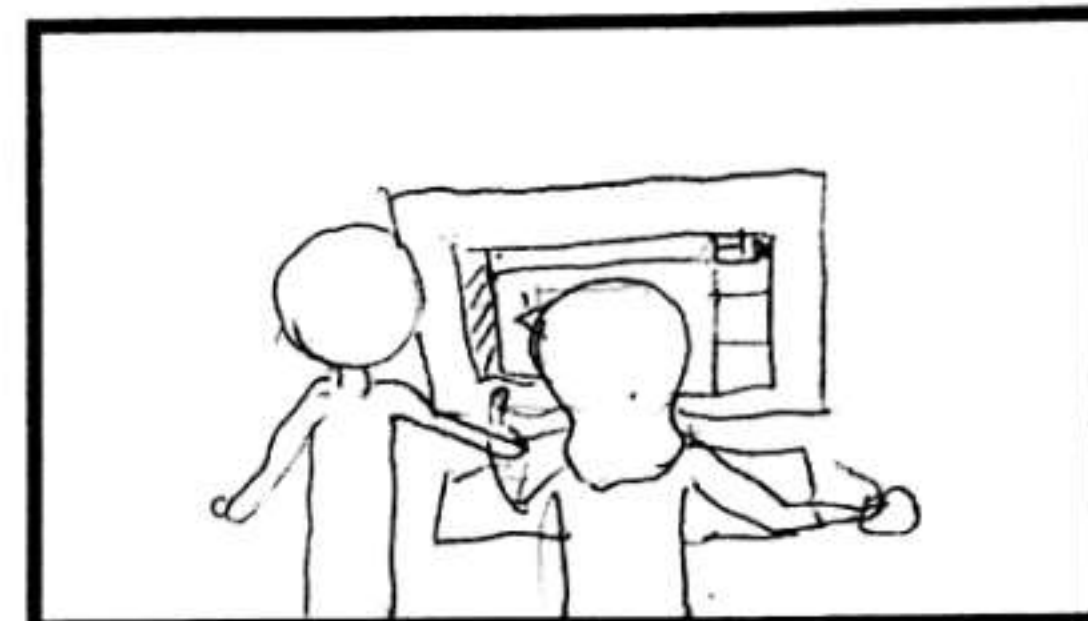

The player can also use keyboard control To rotate the camera (with arrow keys).

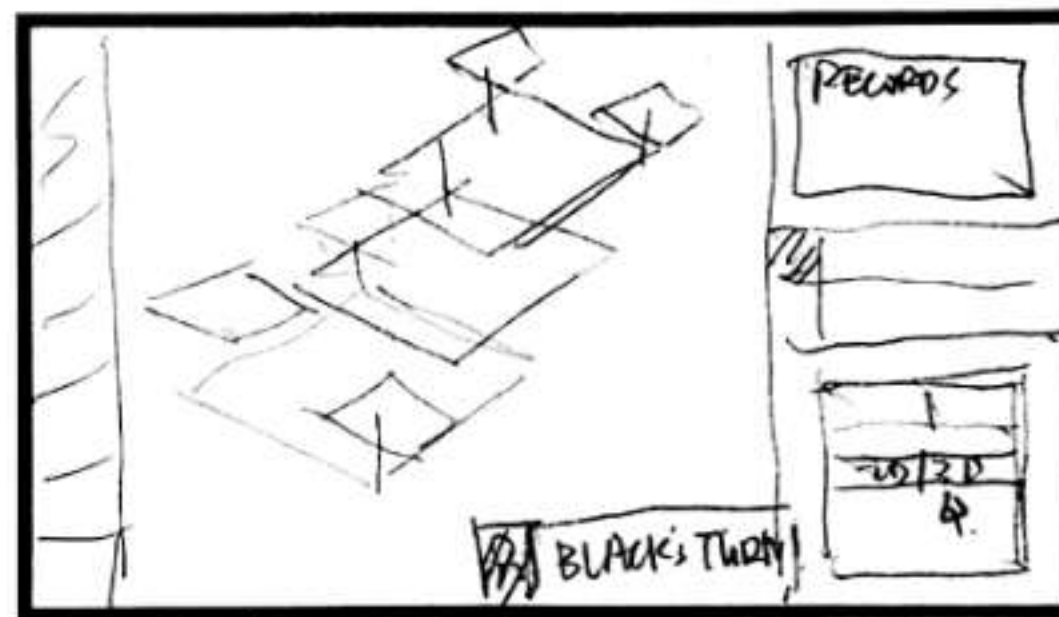After a series of moves, the player realizes she made a wrong move! No homies, she clicked on sidebar to undo it.

The player successfully removed opponent/ piece. It is placed into the side bar now.
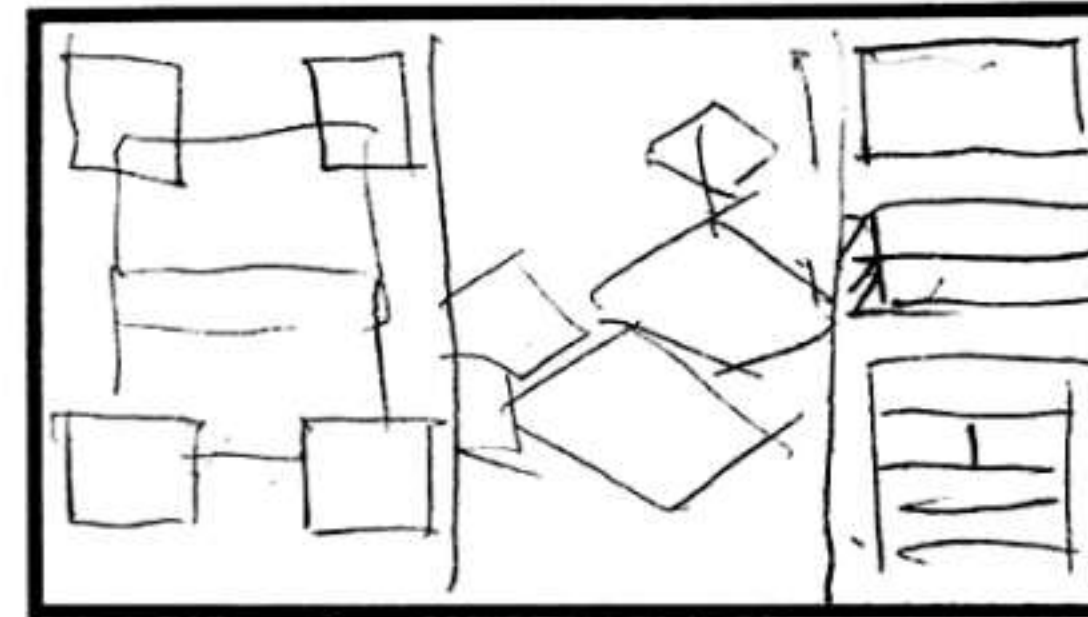

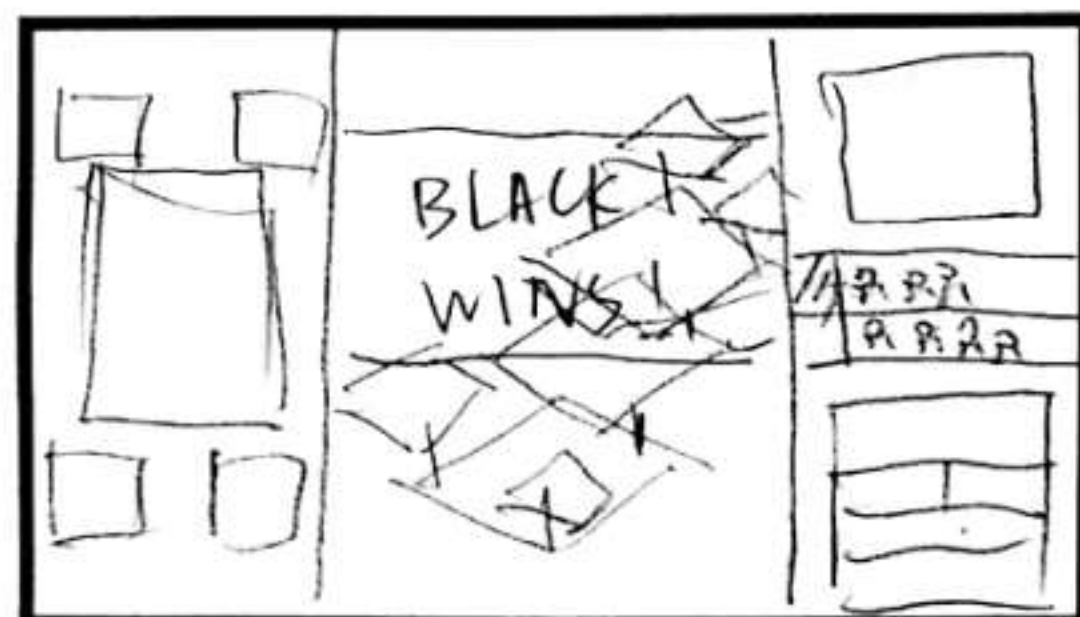The player decides to quit and join her friend into the game.

She clicks on 2 players.

Now it's really inconvenient in 3D mode. She clicks on 2D mode.

2D mode is shown on the left with 3D model on the right.

Game ends when the player checkmates. She's happy!