

GAME OF DRAUGHTS

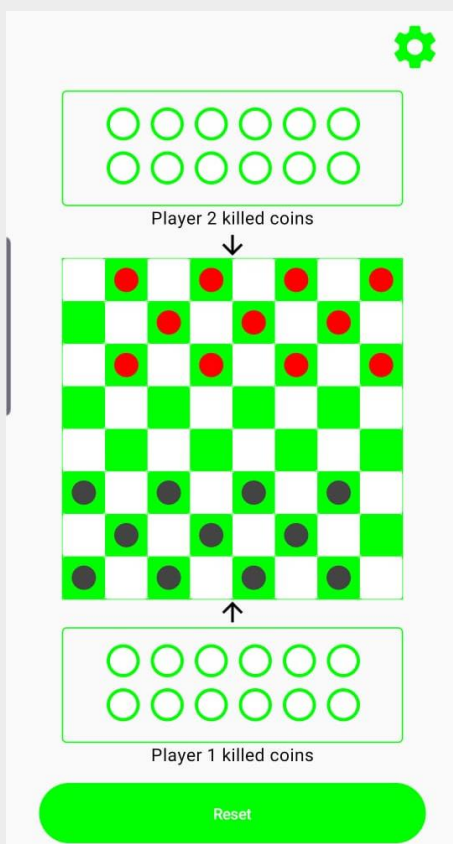
Introduction:

In this game applications, two players face off on an 8x8 checkered board. Each player controls pieces, differentiated by color. The objective is to capture all of your opponent's pieces or block them in such a way that they can't make a legal move.

UI Design:

Main Screen:

In the main screen there are two coin boxes which show killed coins, setting icon opens the theme for the checker board and the whole screen. Two arrows show the who has to make a move. In the center vertically the game lies where user can first select the coin to which to move then where that coin to be placed if move or jump is legit other player's coin gets killed and placed in the box before the player.



Functionality:

- Language: Kotlin
- UI: Compose UI
- Canvas

Non Composable (functions):

Creategameboard():

In creategameboard function an array of 8 rows and 8 columns has been created on which the game depends on.

Checkmove():

This function is used to check the move is legit or not. And returns true if move is legal.

CheckPath():

This function operates on 8x8 array in which the whole game has been made. This function recomposes compassable when there is change in indexes.

Shared Compassable (functions):

Coinbox():

In this compassable function a coins box is created by using canvas which keeps the record of killed coins.

ClickableIcon():

In this clickable function is used for clickable Icons.

Resetbutton():

In this clickable function is used for reset buttons which resets everything.

WinnerDailog():

In this function a dialog box is created which announces the winner along with reset button.

checkerboard():

In this function the game gets drawn and played using canvas operating on multidimensional array which recomposes everything when an index gets change.