

Software Engineering Group Project - UI Presentation

Author(s): Jack Thompson [jat92@aber.ac.uk]
Tyler Lewis [tyw1@aber.ac.uk]
Sean Hobson [seh25@aber.ac.uk]
Config Ref: UI-Spec-Pres-GP9
Date: 11 May 2023
Version: 2.0
Status: Release

Start New Game

Load Unfinished Game

View Finished Game

Use Case - UC-0.0

Task:

Launching The Application

Action:

Launch the application

Result:

The main menu appears with 3 buttons.

Start New Game

Load Unfinished Game

View Finished Game

Use Case - UC-0.1

Task:

Starting a New Game

Action:

Click on the Start New Game button

Result:

The user will be prompted to enter the names of the players and respective piece colours.

White:

Black:

Name of File

Use Case - UC-0.1

Task:

Starting a New Game

Action:

Enter Player names

Result:

The game window will open displaying the board, pieces and other game features.

Black: Black Player

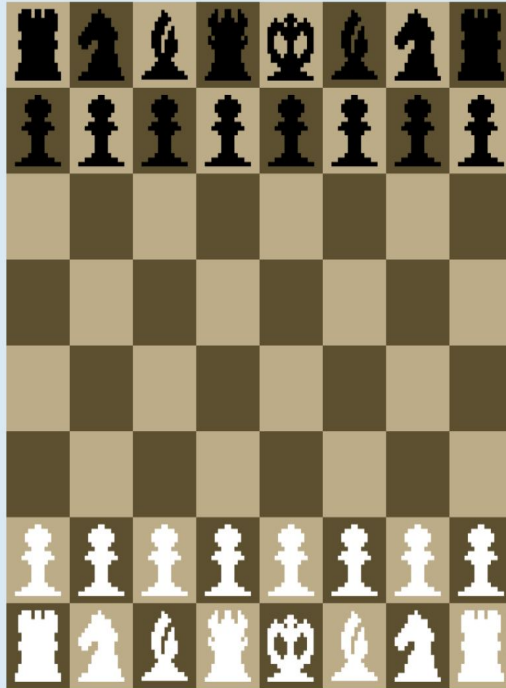
Quit.



White Player

Resign

Offer Draw



White: White Player



Use Case - UC-0.1

Task:

Starting a New Game

Final State:

The board, pieces and other game features are displayed. White pieces are at the bottom of the screen and black pieces are at the top. The game is ready to start.

Start New Game

Load Unfinished Game

View Finished Game

Use Case - UC-0.2

Task:

Restoring a Previous
Game

Action:

Click the Load Unfinished
Game button

Result:

The user is shown a list of
saved files.

testGame.txt

GuysNightOut.txt

[Back](#)

Task:

Action:

Result:

The board is set correctly according to the save file.

Gorpu Chess!



Black: Mary Lavender

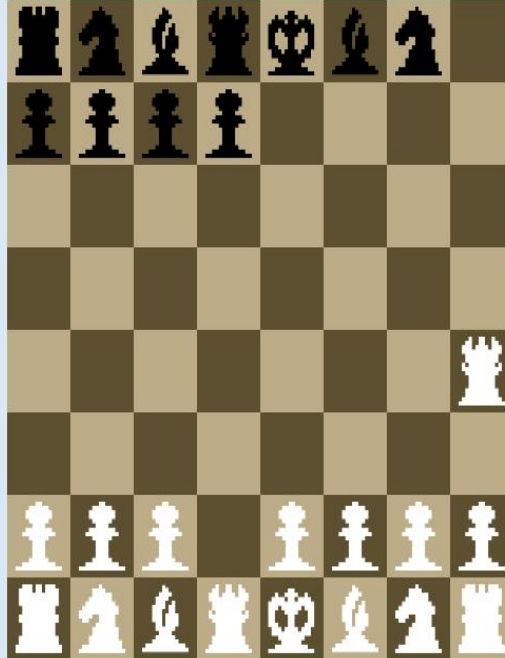
Quit.



Mary Lavender

Resign

Offer Draw



White: Joe Bloggs



Use Case - UC-0.2

Task:

Restoring a Previous
Game

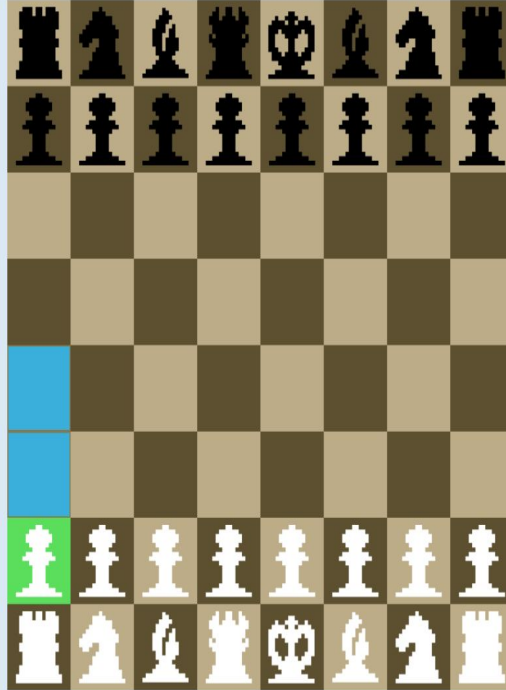
Final State:

The board pieces are set
correctly according to the
saved file.



Black: Black Player

Quit.



White: White Player



Use Case - UC-1.0

Task:

Selecting a Piece

Action:

Click on the white pawn

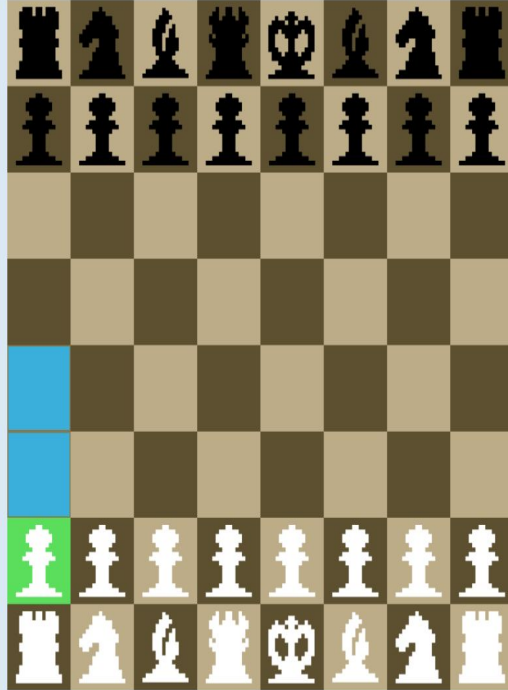
Result:

The square of the selected piece is highlighted and shows the possible piece moves.



Black: Black Player

Quit.



White: White Player



Use Case - UC-1.1

Task:

Moving a piece

Action:

Move the selected piece from the current position to the square two positions ahead.

Result:

The selected piece moves to the target position..

Black: Black Player

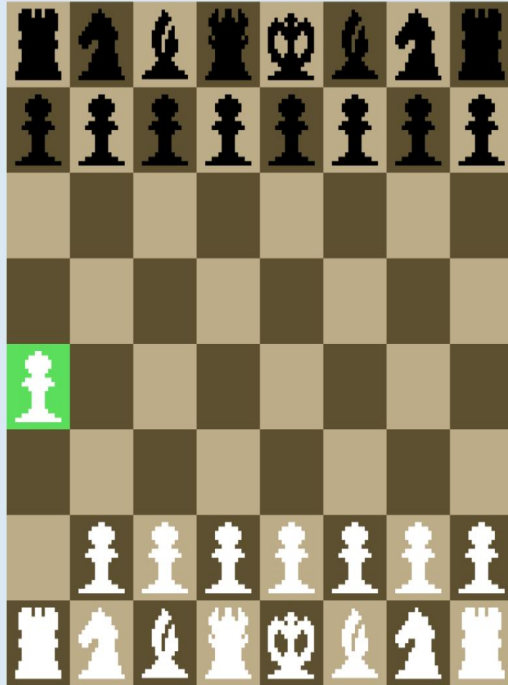
Quit.



Black Player

Resign

Offer Draw



White: White Player



Use Case - UC-1.1

Task:

Moving a piece

Final State:

The board showing the a2 pawn moved to the a4 square with all other pieces in the same position.

Gorpu Chess!



Black: Black Player

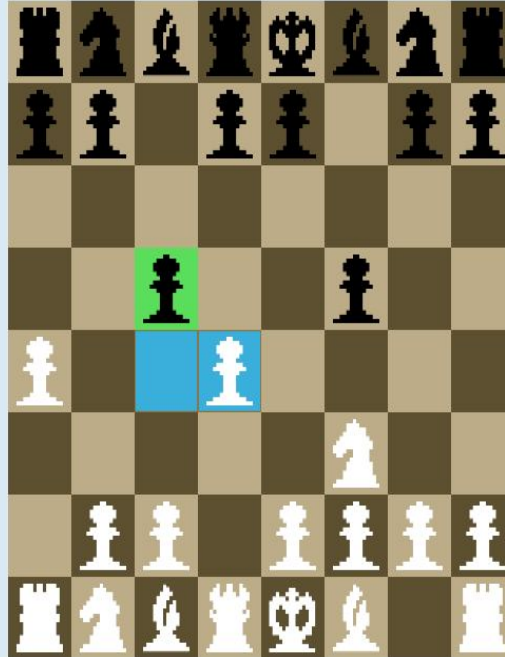
Quit.



Black Player

Resign

Offer Draw



White: White Player



Use Case - UC-1.2

Task:

Capturing a Piece

Action:

Click the black pawn in c5 that will capture the white pawn in d4.

Result:

The black pawn will move to the board tile that the white pawn was on. The white pawn will no longer be visible on the board.

Gorpu Chess!



Black: Black Player

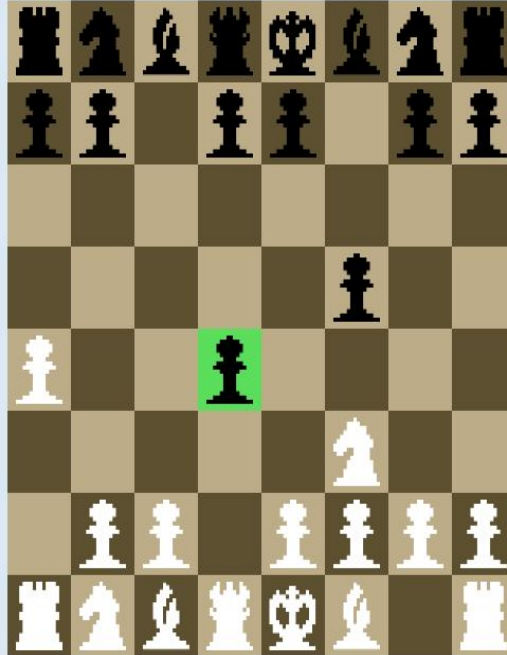
Quit.



White Player

Resign

Offer Draw



White: White Player



Use Case - UC-1.2

Task:

Capturing a Piece

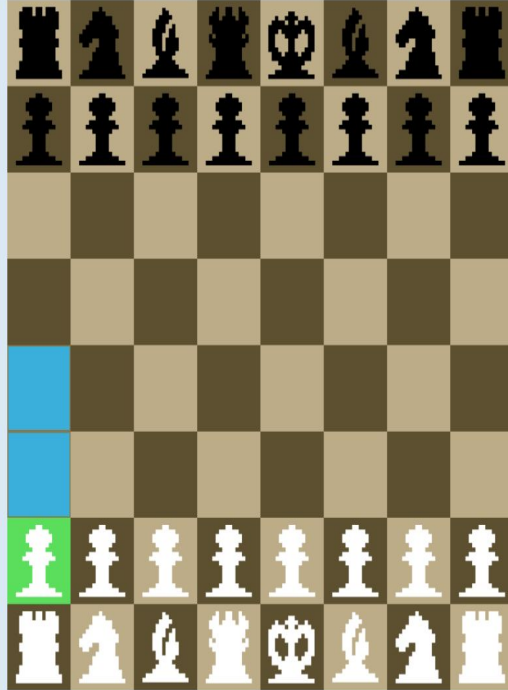
Final State:

The board showing the black pawn in c5 moved to where the white pawn in d4 was. The white pawn is no longer visible on the board.



Black: Black Player

Quit.



White: White Player



Use Case - UC-1.3

Task:

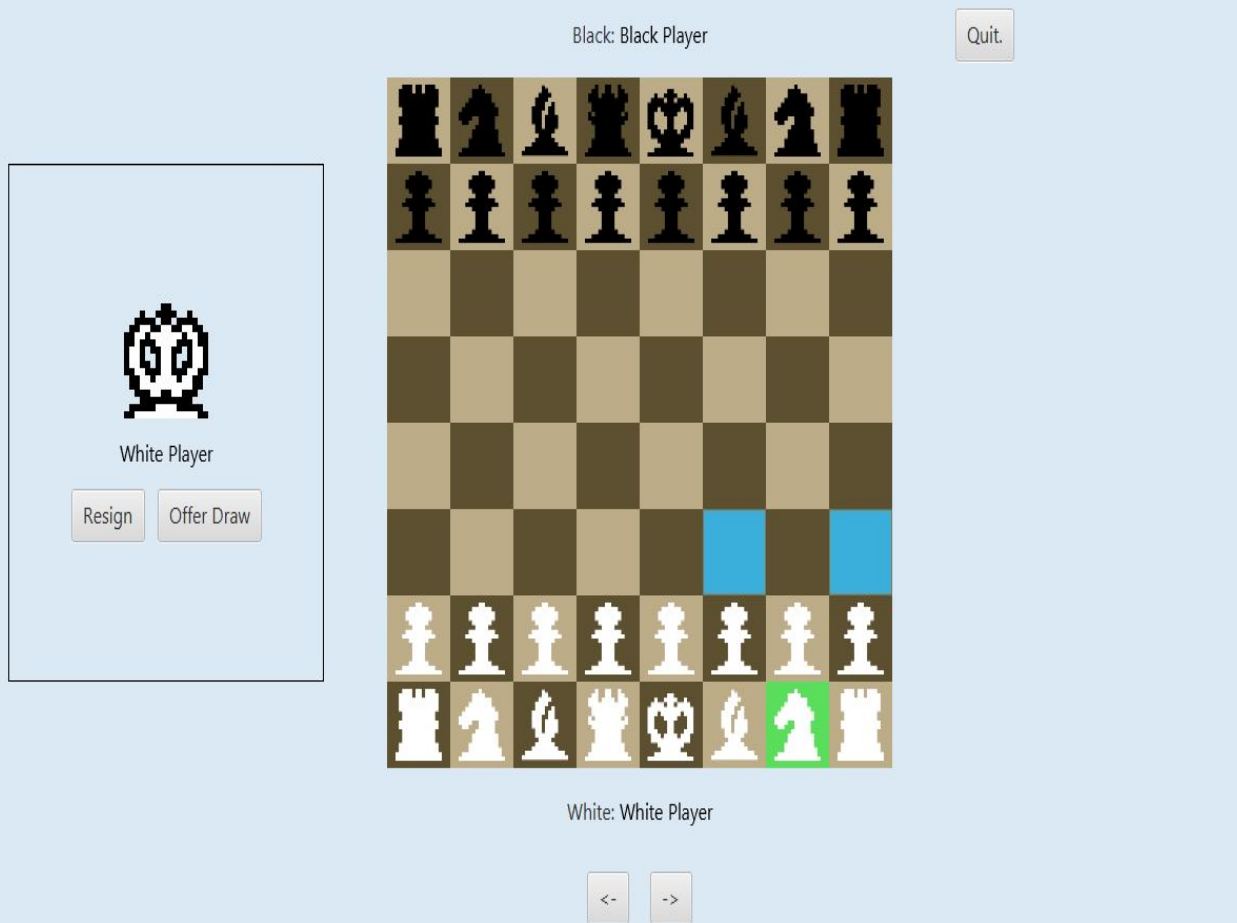
Changing Piece Selection

Action:

Initially the a2 pawn is selected.

Result:

Only the board square of the a2 pawn and it's legal moves is highlighted.



Use Case - UC-1.3

Task:

Changing Piece Selection

Action:

The g1 knight is now selected

Result:

The board square of the newly selected knight piece is highlighted.

Black: Black Player

Quit.



White Player

Resign

Offer Draw



White: White Player



Use Case - UC-1.4

Task:

Special Moves

Action:

Click the white king piece

Result:

The white king piece is selected showing all legal moves including castling.

Black: Black Player

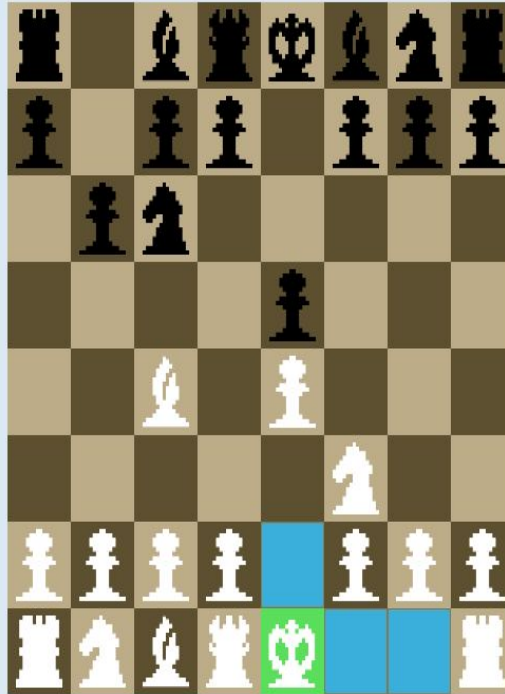
Quit.



White Player

Resign

Offer Draw



White: White Player

<-

->

Use Case - UC-1.4

Task:

Special moves

Action:

The king side rook piece is selected.

Result:

The king will move 2 squares to the right and the kingside rook will move 2 squares to the left.

Black: Black Player

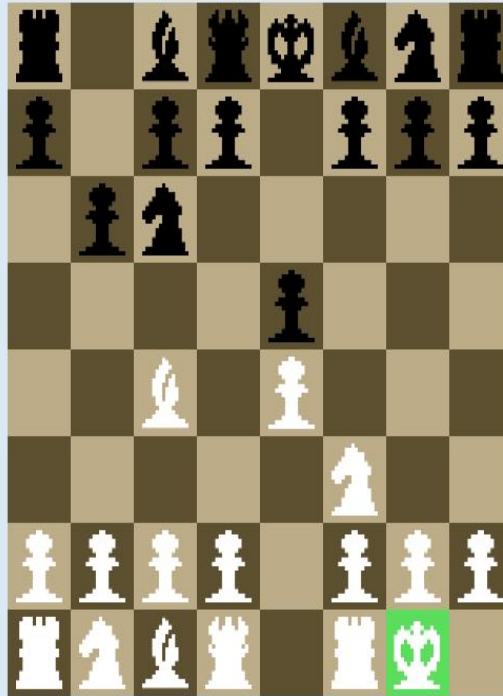
Quit.



Black Player

Resign

Offer Draw



White: White Player



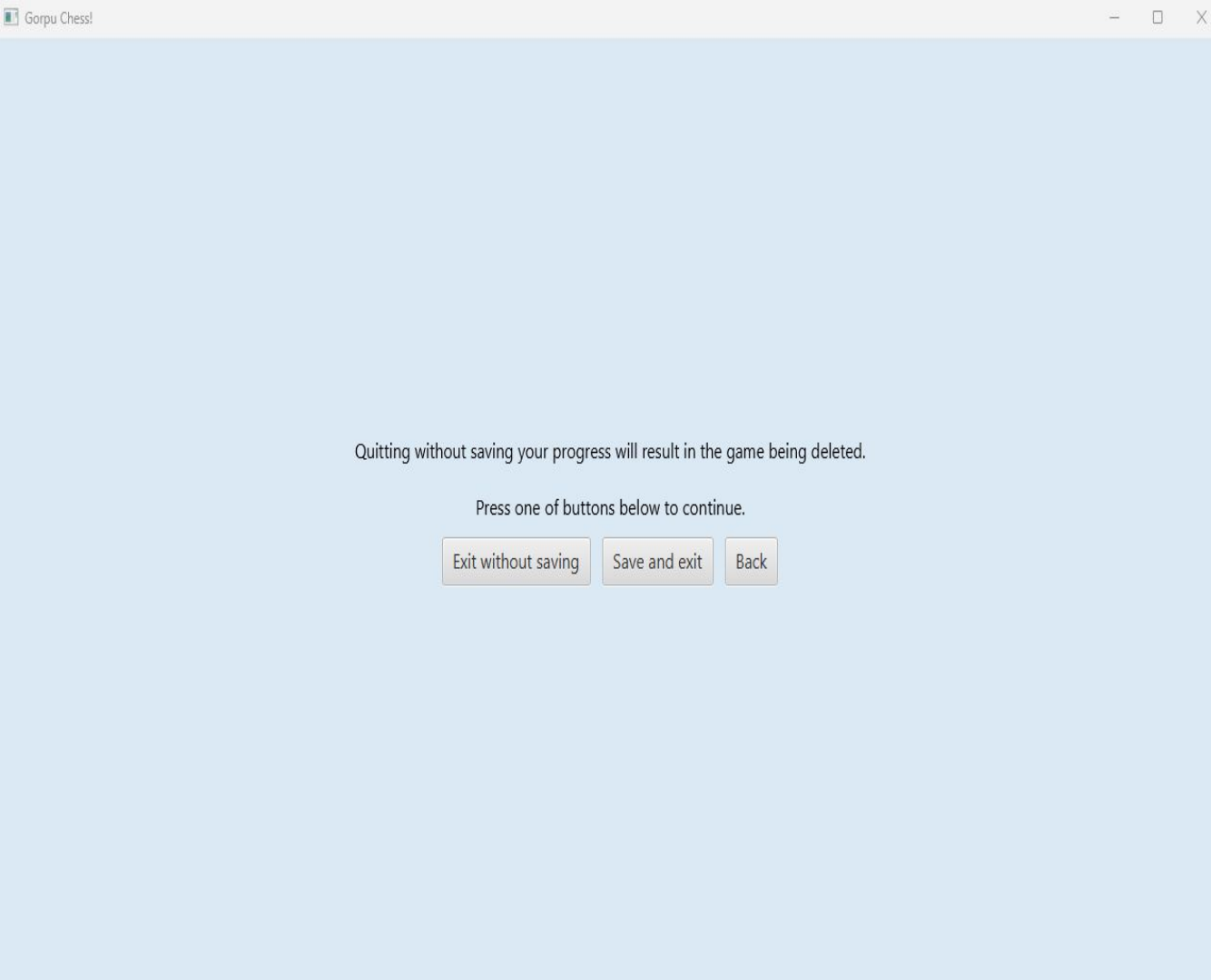
Use Case - UC-1.4

Task:

Special Moves

Final State:

The board is displayed after a successful king side castle.



Use Case - UC-2.0

Task:


Quitting a Game

Action:

The quit button is clicked

Result:

A pop up will appear, asking the user if they are sure they would like to quit.



Start New Game

Load Unfinished Game

View Finished Game

Use Case - UC-2.0

Task:

Quitting a Game

Action:

The save and exit button is clicked.

Result:

The user will be taken back to the main menu. The game will have been saved but the user will not see this.

Start New Game

Load Unfinished Game

View Finished Game

Use Case - UC-2.0

Task:

Quitting a Game

Final State:

The main menu is displayed.

Start New Game

Load Unfinished Game

View Finished Game

Use Case - UC-3.0

Task:

Reviewing a Previous Game

Action:

The View Finished Game button is selected from the main menu.

Result:

The user will be shown a list of possible previous games to view.

Finished Games:

32Charaaaaaaaaaaaaa...

Back

Use Case - UC-3.0

Task:

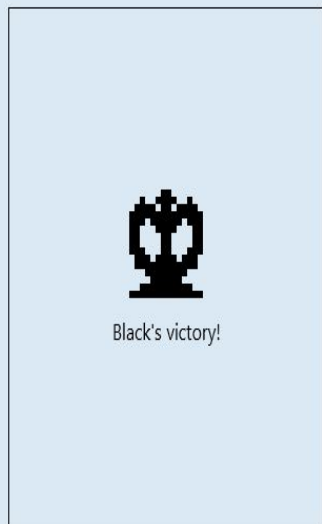
Reviewing a Previous
Game

Action:

32Chara.. button is
selected

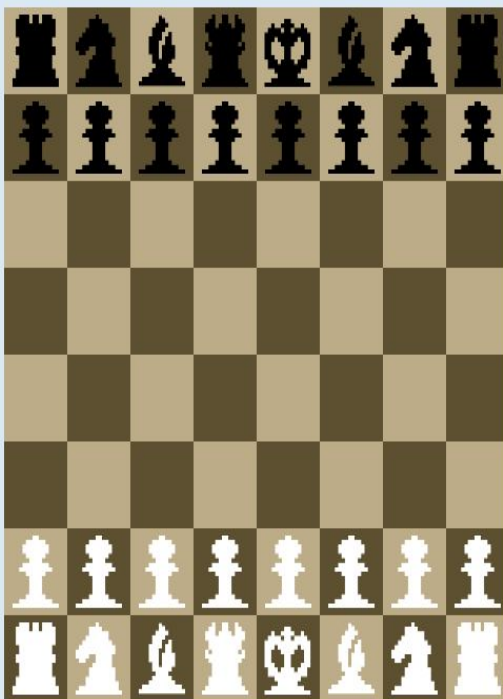
Result:

The user will be shown a
list of possible previous
games to view.



Black: Mary Lavender

Quit.



White: Joe Bloggs



Use Case - UC-3.0

Task:

Reviewing a Previous
Game

Final State:

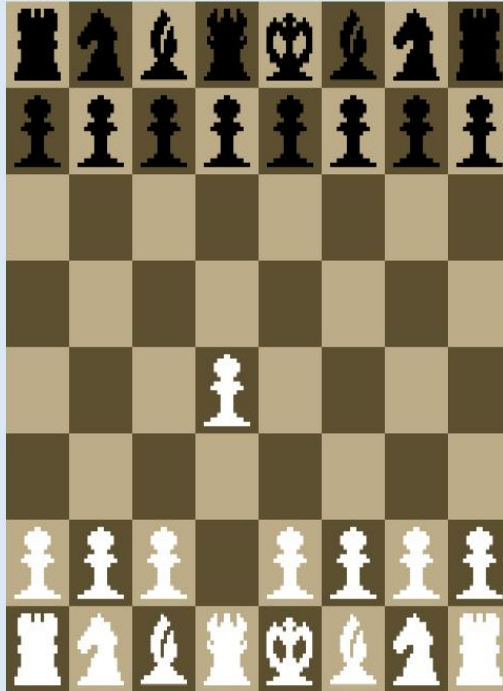
The board is shown in the
starting position. Buttons
appear to indicate “Step
Forward” and “Step
Backward”.

Black: Mary Lavender

Quit.



Black's victory!



White: Joe Bloggs



Use Case - UC-3.1

Task:

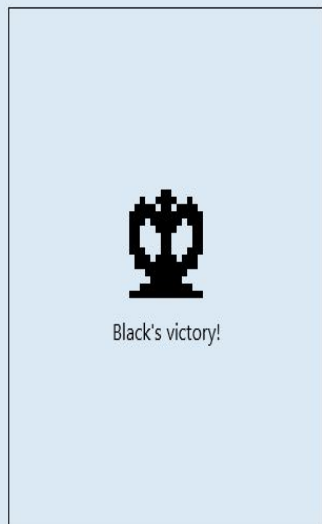
Stepping Forward

Action:

The forward arrow button is selected.

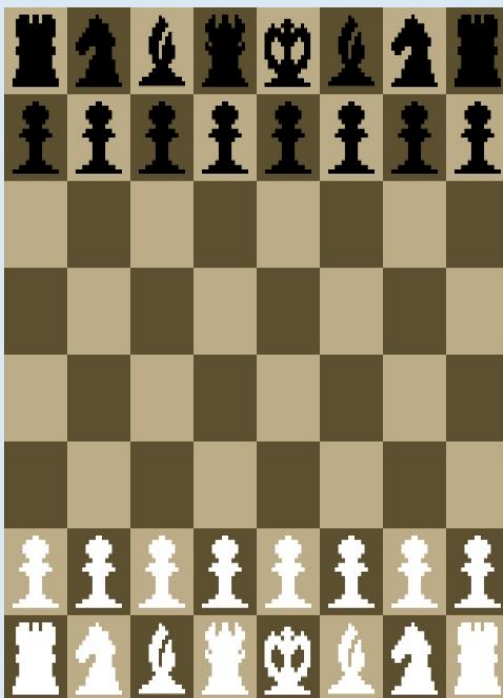
Result:

The board state is shown after the first move.



Black: Mary Lavender

Quit.



White: Joe Bloggs



Use Case - UC-3.2

Task:

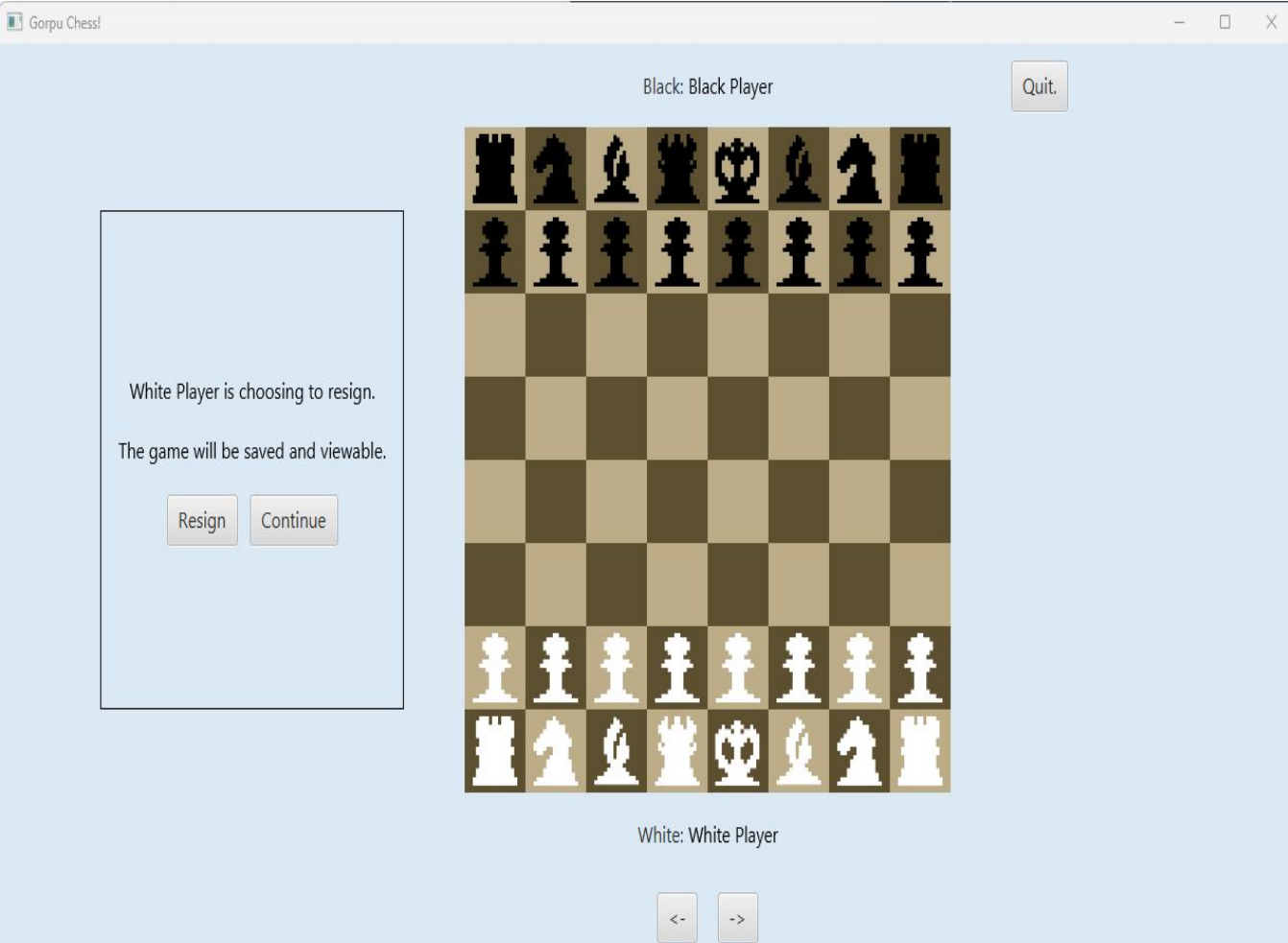
Stepping Backward

Action:

The backward arrow button is selected.

Result:

The board state is shown from before the last move.



Use Case - UC-4.0

Task:

End of Game

Action:

Click the "Resign" button.

Result:

A pop up appears notifying the user that the game will be saved for replay at a future point.

Black: Black Player

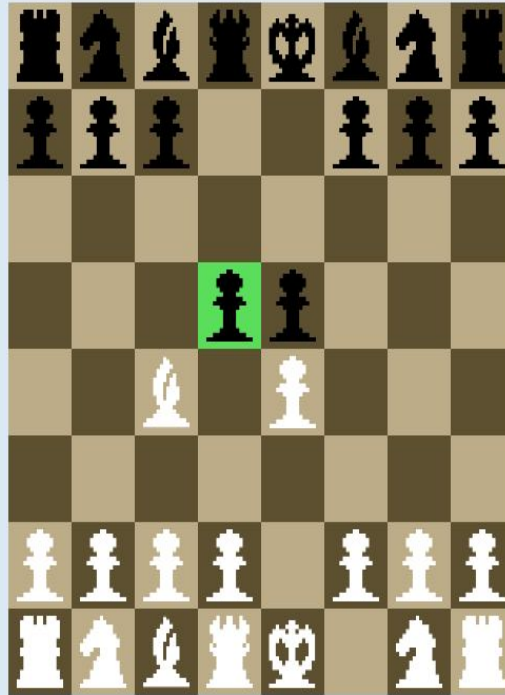
Quit.



White Player

Resign

Offer Draw



White: White Player



Use Case - UC-4.1

Task:

Detecting Check

Action:

Move the white bishop to check the black king.

Result:

The white bishop and black king will be highlighted.

Black: Black Player

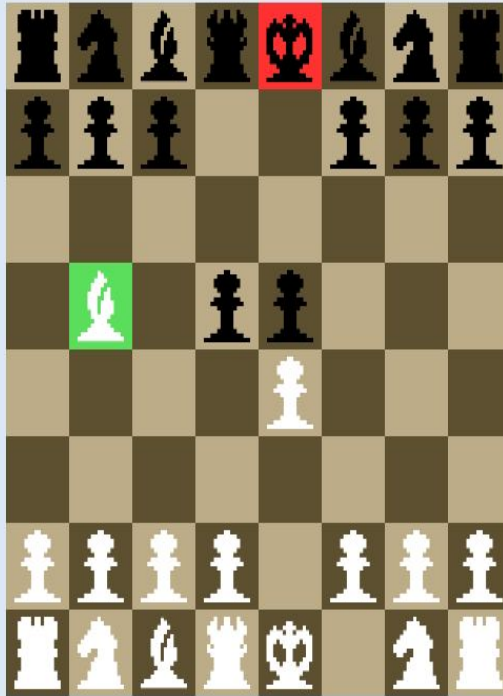
Quit.



Black Player

Resign

Offer Draw



White: White Player



Use Case - UC-4.1

Task:

Detecting Check

Final State:

The board state after the white bishop has moved to attack the black king. Both the king and attacking piece are highlighted.

Black: Black Player

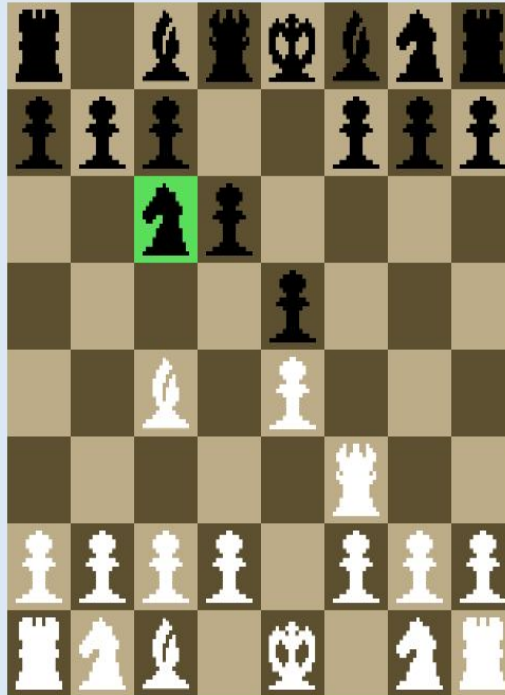
Quit.



White Player

Resign

Offer Draw



White: White Player



Use Case - UC-4.2

Task:

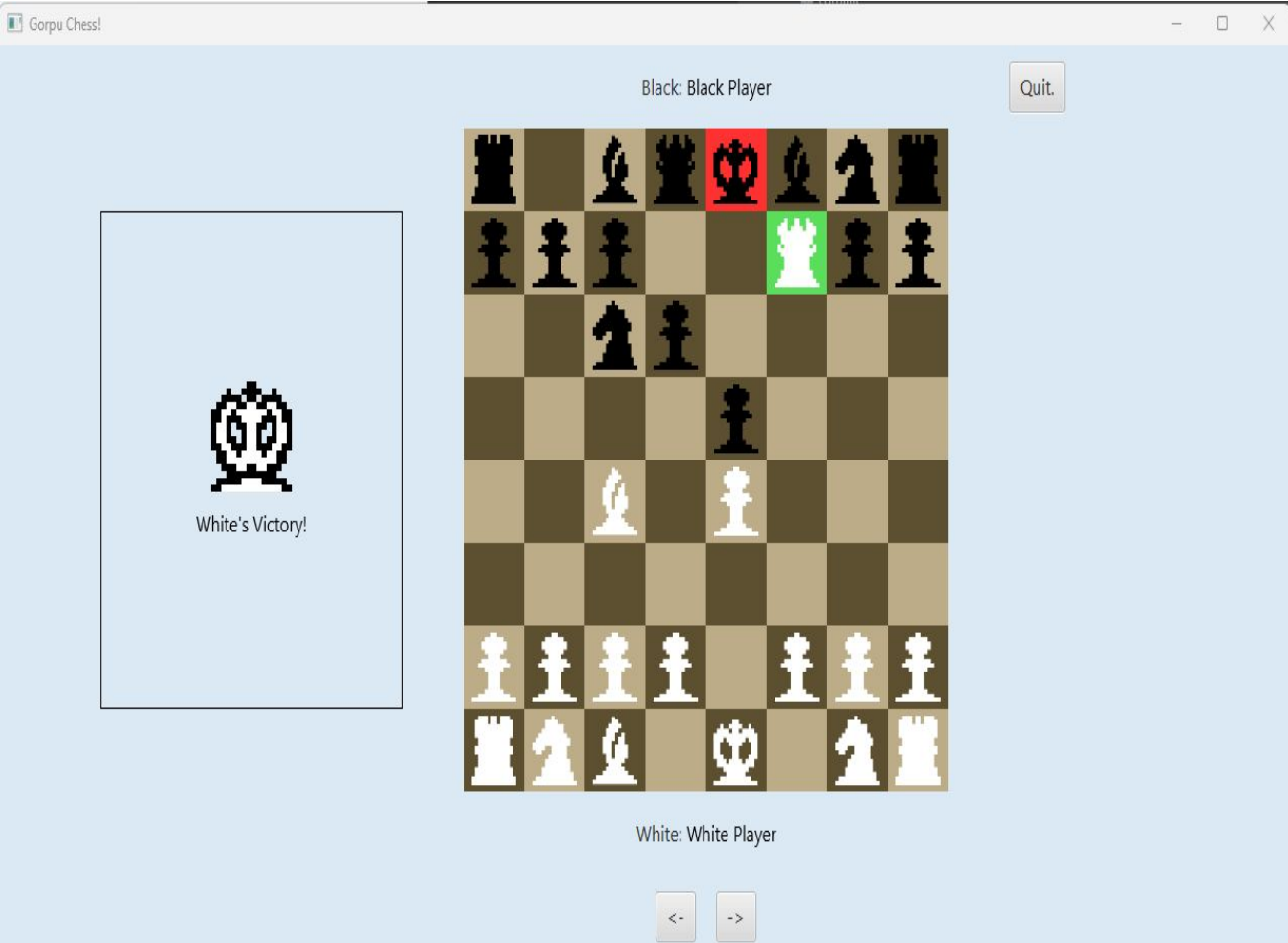
Detecting Checkmate

Action:

Move the white queen to checkmate the black king.

Result:

A message will appear in the side pane indicating white has won



Use Case - UC-4.2

Task:

Detecting Checkmate

Final State:

A message will appear in the side pane indicating white has won.