

# Software Engineering Group Project - UI Presentation

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## Use Case - UC-0.0

Task:

Launching The Application

Action:

Launch the application

Result:

The main menu appears with 3 buttons.

### Use Case - UC-0.1

Task:

Starting a New Game

Action:

Click on the New Game button

Result:

The user will be prompted to enter the names of the players.

White:

Black:

## 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.



Chess Pieces Image credit: Wikipedia user Cburnett, CC BY-SA 3.0

[commons.wikimedia.org/wiki/Category:PNG\\_chess\\_pieces/](https://commons.wikimedia.org/wiki/Category:PNG_chess_pieces/)

## Use Case - UC-0.1

Task:

Starting a New Game

Final State:

The board, pieces and other game features are displayed. The game is ready to start.

## Use Case - UC-0.2

Task:

Restoring a Previous  
Game

Action:

Click the Continue button

Result:

The user is shown a list of  
saved files.

Unfinished Games:

MyGame-02-04  
SaveGame\_234

Back

## Use Case - UC-0.2

Task:

Restoring a Previous  
Game

Action:

Select a save file

Result:

The board is set correctly  
according to the save file.



## Use Case - UC-0.2

Task:

Restoring a Previous  
Game

Final State:

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





## Use Case - UC-1.0

Task:

Selecting a Piece

Action:

Click on the white pawn

Result:

The selected piece is highlighted.



Chess Pieces Image credit: Wikipedia user Cburnett, CC BY-SA 3.0

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## 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..



## Use Case - UC-1.1

Task:

Moving a piece

Final State:

The board showing the (reference to relevant piece) moved to the new position with all other pieces in the same position.



## Use Case - UC-1.2

Task:

Capturing a Piece

Action:

Click the (ref to piece) that will capture the (ref to piece)

Result:

The (ref to piece) will move to the board tile that the (ref to piece) was on. The (ref to piece) will no longer be visible on the board.



## Use Case - UC-1.2

Task:

Capturing a Piece

Final State:

The board showing the (ref to piece) moved to where the (ref to piece) was. The (ref to piece) is no longer visible on the board.



### Use Case - UC-1.3

Task:

Changing Piece Selection

Action:

Initially the (ref to piece) is selected

Result:

Only the selected piece (does something including highlighted squares it can move to).



### Use Case - UC-1.3

Task:

Changing Piece Selection

Action:

The (ref to new piece) is now selected

Result:

The newly selected piece (does something including highlighted squares it can move to).

Quit.



[commons.wikimedia.org/wiki/Category:PNG\\_chess\\_pieces/](https://commons.wikimedia.org/wiki/Category:PNG_chess_pieces/)

Use Case - UC-2.0

Task:

Quitting a Game

Action:

The in-game menu button is clicked

Result:

The in-game menu button displaying (whatever the options will be).

## Task:

## Quitting a Game

## Action:

The in-game menu button is clicked

### Result:

The in-game menu button displaying (whatever the options will be).





New Game

Continue

View Game

## Use Case - UC-2.0

Task:

Quitting a Game

Action:

The quit option 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. (inc this last sentence?).

## Use Case - UC-2.0

Task:

Quitting a Game

Final State:

The main menu is displayed.

### Use Case - UC-3.0

Task:

Reviewing a Previous Game

Action:

The View Game button is selected from the main menu.

Result:

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

Unfinished Games:

MyGame-02-04  
SaveGame\_234

Back

## Use Case - UC-3.0

Task:

Reviewing a Previous  
Game

Action:

(ref to game) is selected

Result:

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



Chess Pieces Image credit: Wikipedia user Cburnett, CC BY-SA 3.0

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## Use Case - UC-3.0

Task:

Reviewing a Previous  
Game

Final State:

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



## Use Case - UC-3.1

Task:

Stepping Forward

Action:

The "Step Forward" button is selected.

Result:

The board state is shown after the first move.



## Use Case - UC-3.2

Task:

Stepping Backward

Action:

The “Step Backward” button is selected.

Result:

The board state is shown from before the last move (turn).



Chess Pieces Image credit: Wikipedia user Cburnett, CC BY-SA 3.0

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## Use Case - UC-4.0

Task:

End of Game

Action:

Click the “End Game” button.

Result:

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





## Use Case - UC-4.1

Task:

Detecting Check

Action:

Move the (ref to piece) to check the (ref to colour) king.

Result:

The (ref to piece) and (ref to colour) king will be highlighted.



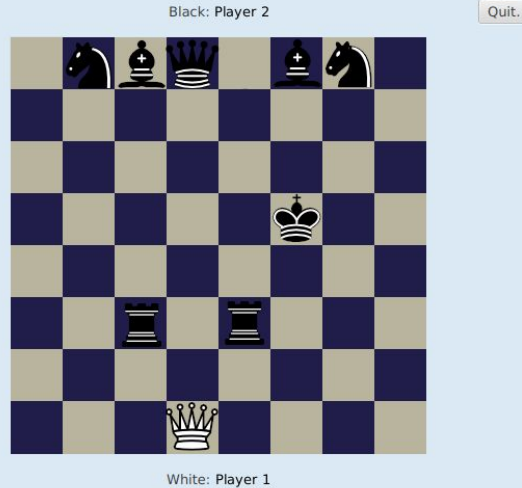
## Use Case - UC-4.1

Task:

Detecting Check

Final State:

The board state after the (ref to piece) has moved to attack the (ref to colour) king. Both the king and attacking piece are highlighted.



## Use Case - UC-4.2

Task:

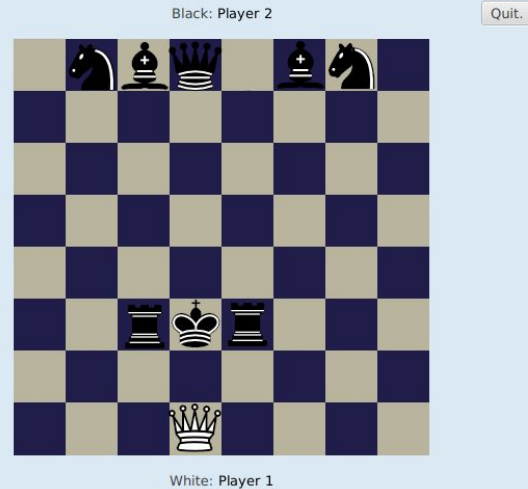
Detecting Checkmate

Action:

Move the (ref to piece) to checkmate the (ref to colour) king.

Result:

The game will end and a message will be displayed to show which player has won.



Game Ended!  
Player 2 put Player 1 into checkmate!  
Player 2 wins!

[Return to Main Menu](#)

Your game has been saved and  
can be reviewed at any time

## Use Case - UC-4.2

Task:

Detecting Checkmate

Action:

Close the message

Result:

The main menu will  
appear.

## Use Case - UC-4.2

Task:

Detecting Checkmate

Final State:

The player is returned to the main menu.

Chess Pieces Image credit: Wikipedia user Cburnett, CC BY-SA 3.0

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