

Software Engineering Group Project - UI Presentation

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Version: 1.0
Status: Release

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 and respective piece colours.

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/

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.

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 square of the selected piece is highlighted.



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



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.



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.



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 its legal moves is highlighted.



Use Case - UC-1.3

Task:

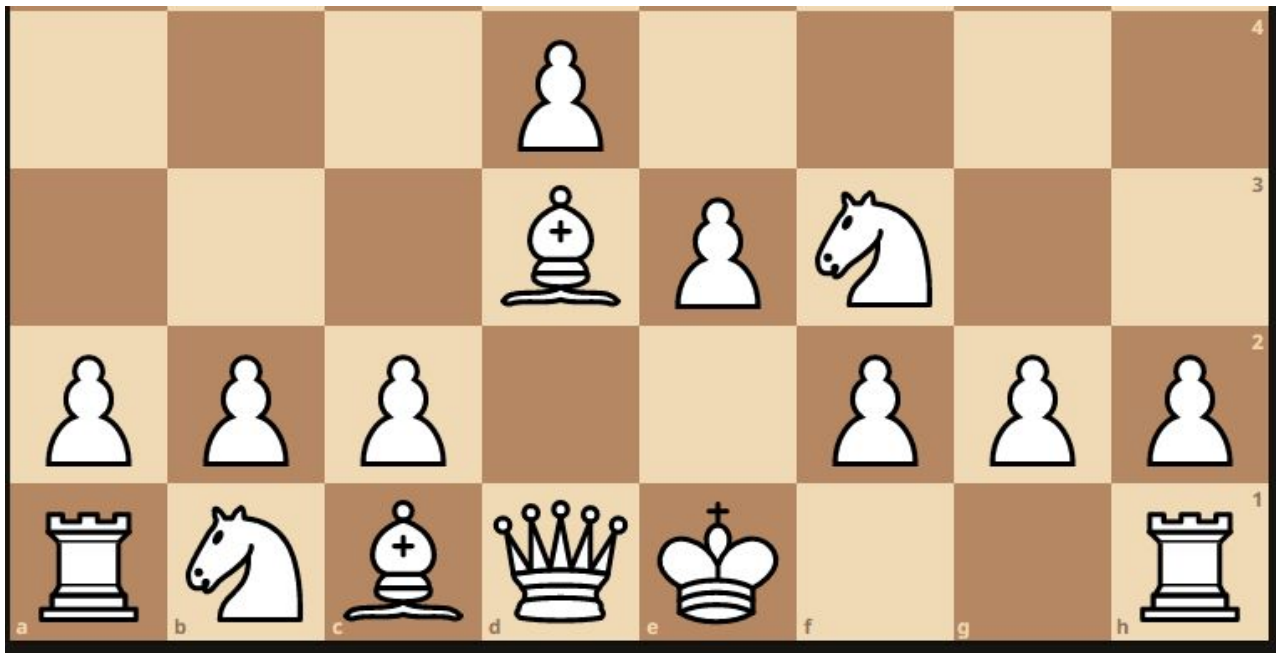
Changing Piece Selection

Action:

The g1 knight is now selected

Result:

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



Use Case - UC-1.4

Task:

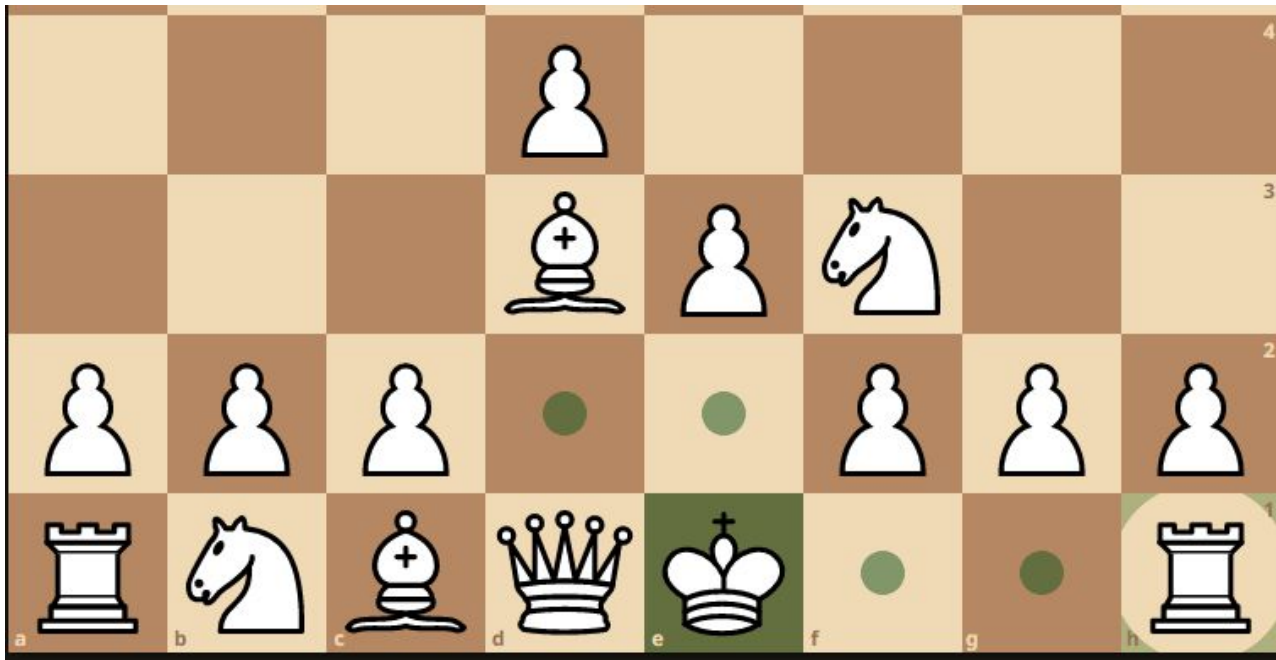
Special Moves

Action:

Click the white king piece

Result:

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



Use Case - UC-1.4

Task:

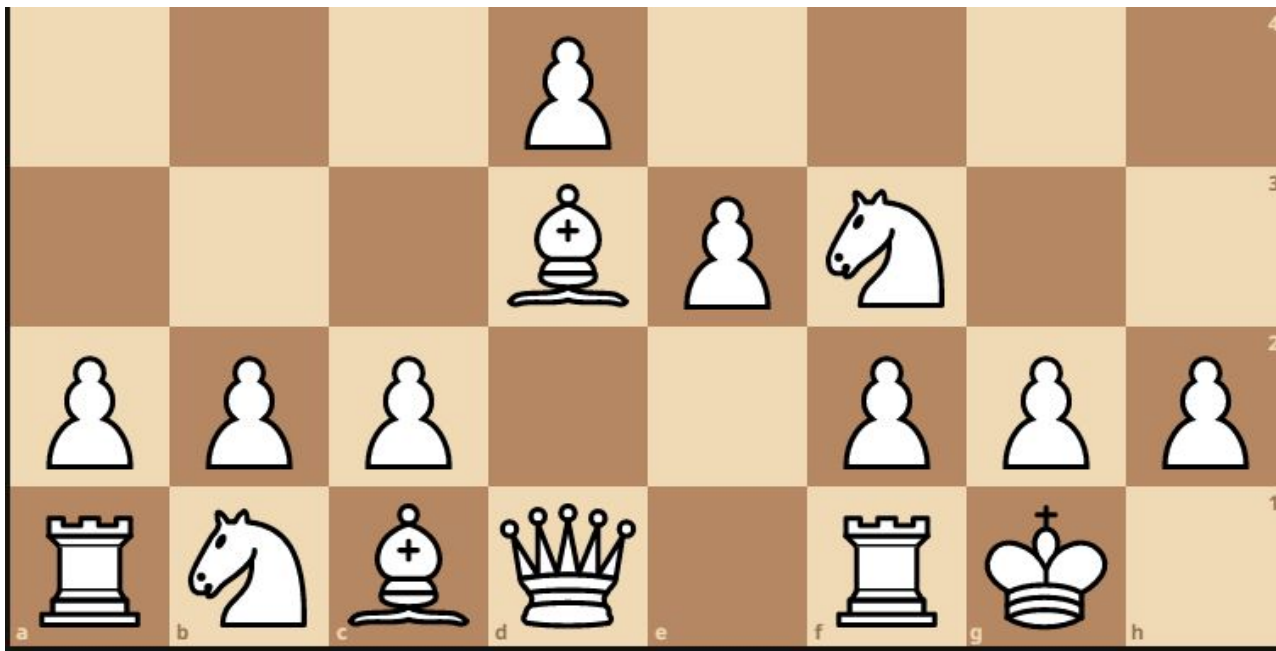
Special moves

Action:

The king side rook piece is selected.

Result:

The king will move .. and
the kingside rook will move ..



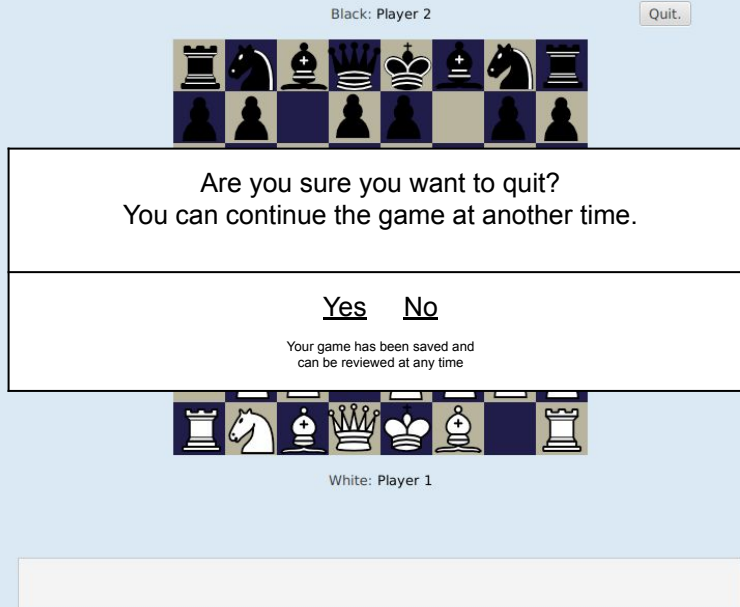
Use Case - UC-1.4

Task:

Special Moves

Final State:

The board is displayed after a successful king side castle.



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

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Use Case - UC-2.0

Task:

Quitting a Game

Action:

The save and quit button is clicked

Result:

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

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.

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:

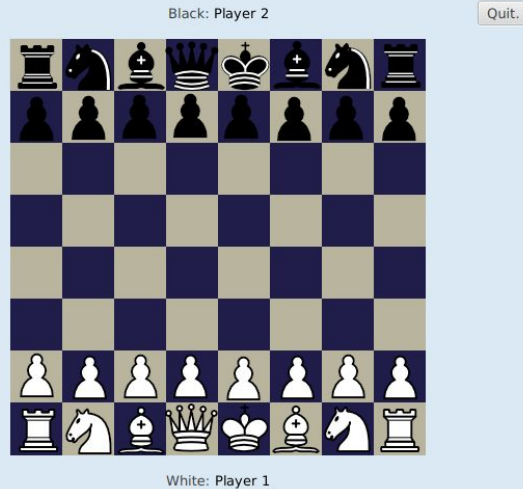
Stepping Forward

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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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.



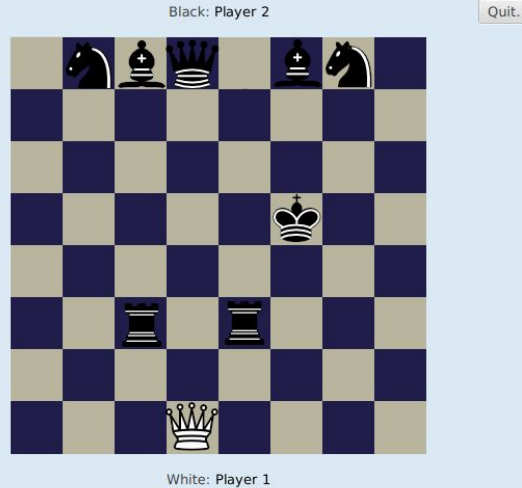
Use Case - UC-4.1

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:

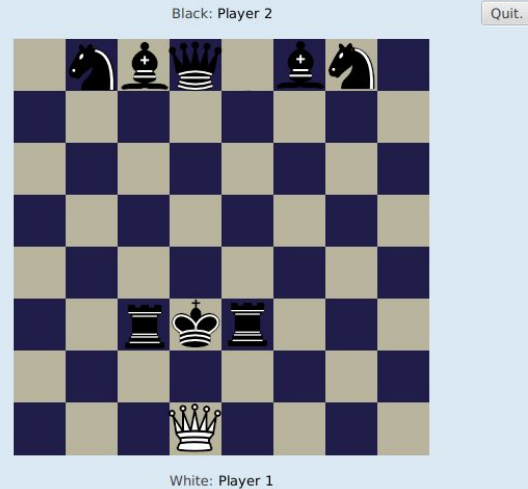
Detecting Checkmate

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.

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