ICS4U1 CPT Requirements Document

Game: Checkers

By: Soheil, Kelvin, Jayred

Requirements:

- Panel should be 1280x720 pixels
    - MenuBar and Frame can go around.
- Programs require a chat area during gameplay.
    - Options:
    - Can include a JTextField/JTextArea for chat
    - Can have the user press the enter key, type the message, press enter to send it
- Must have one or more data files
    - contain the data for the objects of the game
    - data files can be in csv or txt format
- Must have a network component
- Must run at 60fps.
- Must also use several JComponents
- One window only
    - Exception: JFileChooser
- Follows the Model View Controller paradigm of programming
    - A "Model" java class
    - A "View" java class
    - A "Controller"
    - Have a model, but a combined view/controller
- All images need to be original
    - Exception: AI generated images

Additional Requirements:

- Themes.csv file
    - Specify at least3 themes that are controlled by the csv files

```
1    Default,Plain.png,red.png,white.png
2    Alberta,Alberta.png,uofa1.png,uofa2.png
3    Toronto,Toronto.png,uoft1.png,uoft2.png
4    Western,Western.png,uwo1.png,uwo2.png
5    Waterloo,Waterloo.png,uw1.png,uw2.png
```

-
  - Ex. christmas theme
    - Christmas, santa.jpg (chip skin), grinch.jpg (chip skin), northPole.jpg (board skin)

    -
  - Ex. mcu
    - mcu, ironMan.jpg, thanos.jpg (chip skin), avengersBase.jpg (board skin)
  - Universities:
    - (Waterloo, Alberta, Western, UofT)

    -
- Should have option for a fourth theme (mashup of all skins)
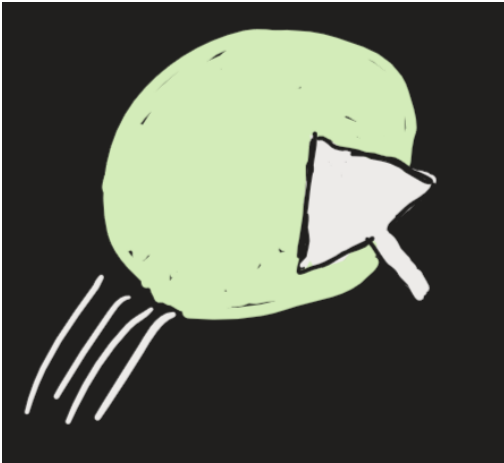
  ```
  mashup, Alberta.png, uwo1.png, uoftq.png
  ```

  -
- Should play like the classic games

- Should be able to drag and drop chips to move

-