

## Final Requirement Specs and User Interface

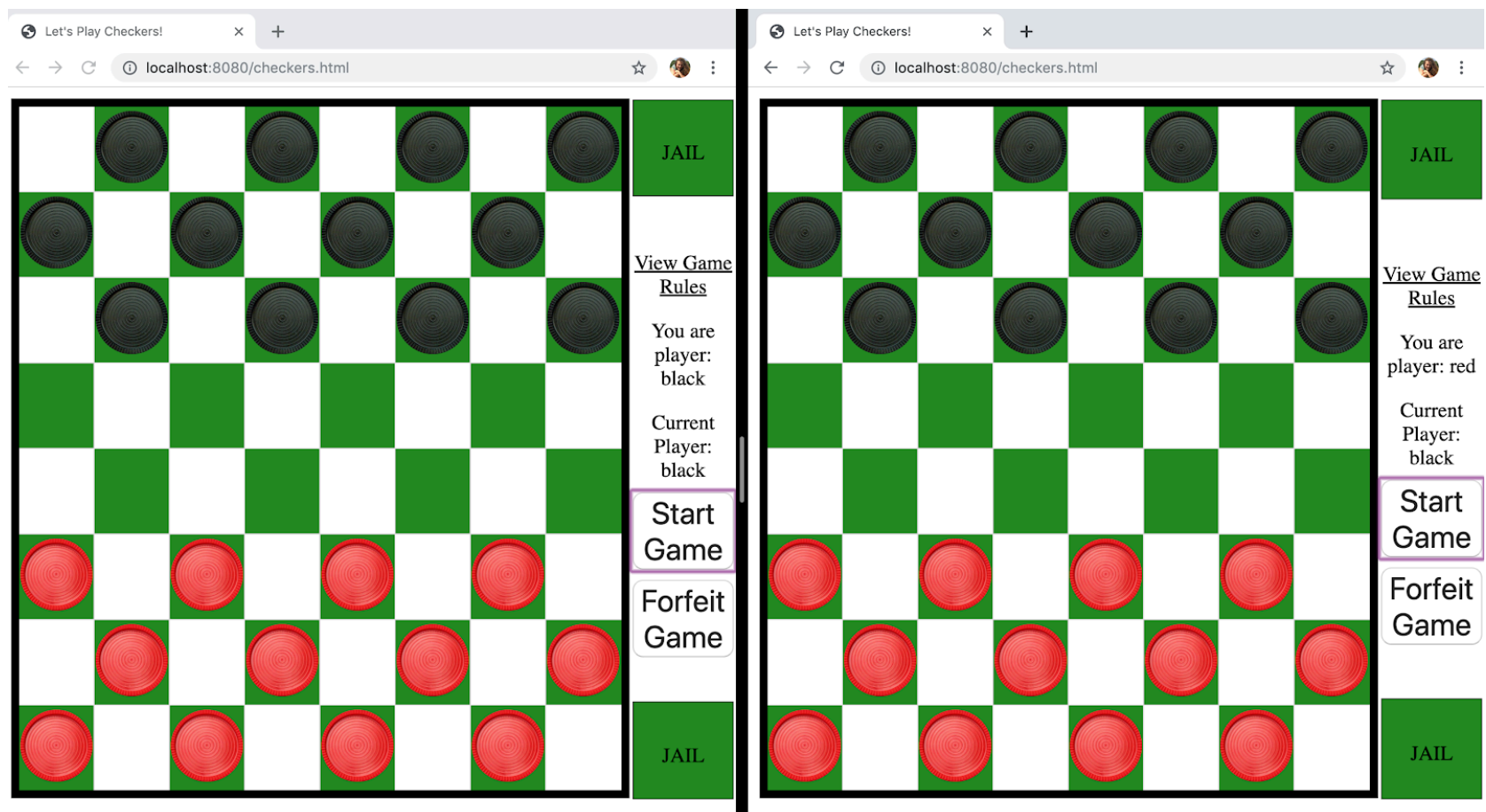
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### Functionality & Features:

1. Start/reset game button -> module for setting up board
2. Forfeit game button
3. Ability to select and move piece where desired, must check that it is a valid move
4. Highlight which piece is selected and all possible moves for that piece
5. Clicking ability to move pieces
6. Module for turning regular piece to king
7. Each player has a collection/jail box on the side of the board for when they jump over the other player's pieces
8. Update UI for which player's turn it is
9. Announce winner at the end
10. Two clients connect to a server and can each play on their laptops
11. If more than two clients connect, the server will alert the third client that a game is in progress.

### User Interface:



### Game Piece Images Sources:

Red piece:

<http://www.cnchess.com/en/gk3.html>

Red and black king:













