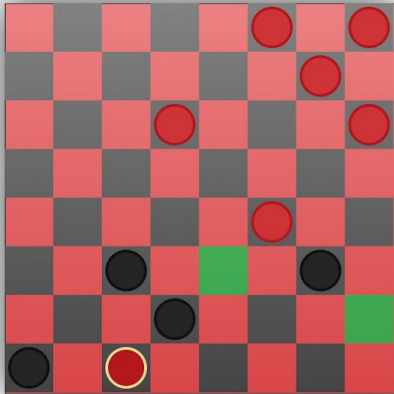
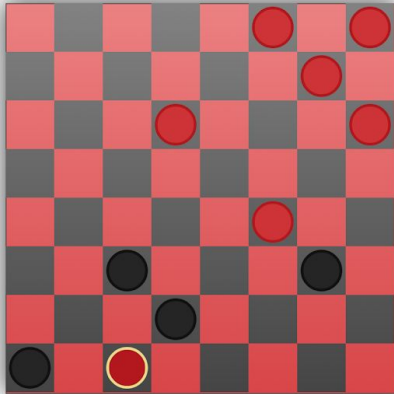


# ♟ CHECKERS ONLINE ♟

## Final Submission Information

<p>♟ CHECKERS ONLINE ♟</p> <p>It's <b>your</b> turn.   Your color: <b>red</b> Your User ID: 522db795-b319-473e-be76-2c65da0c9c95</p>  <p><b>YOUR PIECES TAKEN</b> ● ● ● ●</p> <p><b>OPPONENT'S PIECES TAKEN</b> ● ● ● ● ● ● ● ●</p>	<p>♟ CHECKERS ONLINE ♟</p> <p>It's the <b>opponent's</b> turn.   Your color: <b>black</b> Your User ID: 8e5d8e0e-bb9e-470c-848e-ff6a45ac743a</p>  <p><b>YOUR PIECES TAKEN</b> ● ● ● ● ● ● ● ●</p> <p><b>OPPONENT'S PIECES TAKEN</b> ● ● ● ●</p>
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<b>Group Members</b>	Zacharia Thottakara Yansen Tjandra Lucas Vitalos Andrew Yaros
<b>Faculty Adviser</b>	Filippos Vokolos, Ph.D

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## 1. Instructions on Building the Executable

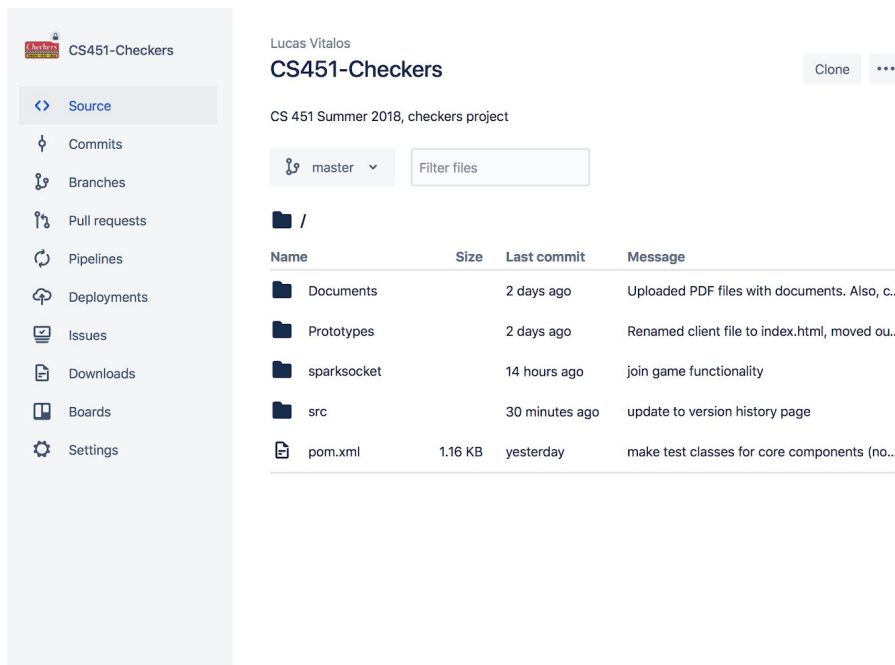
- 1.1. The source code consists of java files from the server, and html, javascript, and css files. To set up the server, one needs an existing Ubuntu 17.04 server with Apache Maven installed. After cloning the repository, or copying the files onto the server, the project can be built with “mvn compile” and cleaned with “mvn clean.” To start the server, run the command “sudo nohup mvn exec:java &” to begin broadcasting on port 443. The game can then be accessed over the internet through a web browser using the server’s IP at port 443.

## 2. Release notes

- 2.1. Release notes and version history can be found in the version history page of the application, accessible from the main/index page.

## 3. Use of Version Control and Bug Tracking

- 3.1. A Atlassian BitBucket Git repository was used for version control and bug tracking. A few screenshots of the repository are included:



CS451-Checkers

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## Commits

All branches

Author	Commit	Message	Date	Builds
Andrew Yaros	6190f59	update to version history page	29 minutes ago	
Andrew Yaros	fc334a1	Update to history page	32 minutes ago	
Andrew Yaros	369ca65	fixed gameover screen format	47 minutes ago	
Andrew Yaros	6c16f87	fixed issue with wrong pieces taken displ...	2 hours ago	
Andrew Yaros	34f6ccb	formatting	2 hours ago	
Andrew Yaros	fd6fb11	edit to history page	3 hours ago	
Andrew Yaros	e8e5603	formatting fix	3 hours ago	
Andrew Yaros	31e23a0	if move is valid (or invalid), then user is no...	3 hours ago	
Andrew Yaros	6bef0f1	minor edits	3 hours ago	
Andrew Yaros	0536003	client displays whether it is your turn	4 hours ago	
Andrew Yaros	65f3d10	changing update status	4 hours ago	
Andrew Yaros	1d14497	update the numbers of captured pieces	4 hours ago	
Andrew Yaros	4a0b731	fixed coordinates for getting pieces clear ...	4 hours ago	
Andrew Yaros	e50b78e	updates to for loop indexing outer for loo...	5 hours ago	
Andrew Yaros	a599768	syntax errors	7 hours ago	

## 4. Code Coverage and Static Analysis

- 4.1. Code-coverage analysis and static analysis for the server was completed with built in features of IntelliJ IDEA.