// first of all thanks for accepting helping me in my final project.

// you can use my code to get help what I have done

// some of the requirements I have do then in my code , you can look what I did

// most important thing , the design will be the same as what I did, (the same back ground )

// if you have any problem you can send me a message and I will be online.

// android application .

Shogi is a similar game to chess but is have 9\*9 squares and have 20 stone for each player.

What is different from chess:

\*) in Shogi, you can return a stone that captured by you from the opponent.

\*) killing + stone movement have some different.

\*) there is an upgraded stone (named as promoted stone) , his happened if you were in the last 3 row of the table (they also have them movements).

You can lean about shogi form this url , or from Wikipedia .

<http://ancientchess.com/page/play-shogi.htm>

Requirements:

|  |  |  |
| --- | --- | --- |
| 1 | Login from Facebook account | User can login to the game just with his personal Facebook account + if he logged in for first time then don’t show the login with Facebook account |
| 2 | About the game | Show a button down to start new game button that open a herf(ULR) , the herf is : <http://ancientchess.com/page/play-shogi.htm> |
| 3 | Display Profile | In the main menu there will be a button that of we click on it we go to new windows(scene that show Facebook user info “username+ profile picture”) |
| 4 | Setting button | The setting have inside a button to turn on / off sound effect of winning or losing or moving a stone. |
| 5 | Add sound effect to stone movement, winning the game , losing the game. |  |
| 6 | Start new online game | The simplest way you can to start a new online game you can use here, because this is a final project not a personal project(I am a student) |
| 7 | Build the game table for the opponent side and for sender side + we have to display the names of the two players in the board screen. | Build a table 9\*9 with INIT the first 3 rows with stones.  The table squares must be white and yellow.  In the top of the board we display the opponent name, down to the board we display my name or sender name. |
| 8 | Logout button | This button is an exit button from the game , when I press this button this display a massage dialog (or anything you want) that said “You will lose the game when you exit, are you sure? “  When press yes I lose the game and the opponent win (give here some effect form the winning and losing), if I press cancel I we complete the game . |
| 9 | It it’s my turn when I press in stone I can see where this stone can go (for witch squares) , |  |
| 10 | Ability to prompted a stone when we are in the first 3 rows in the opponent side. | Promoted prices is a new peace replaced this specific pieces and have his / her movements. |
| 11 | Killing stone | Regular killing stone as chess |
| 12 | Search about user | We each about a user and by this way we can invite him to game. |