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Software Development I
Milestone

Checkers

Abstract: This paper will describe what my final project is about and what I have completed so far. It will accompany a UML diagram(s) to show what I have completed thus far and what I plan to have done for the final project.

Introduction: The reason I am doing checkers for my final project was to familiarize myself more with multidimensional arrays, objects/classes, and JavaFX. This project will force me to utilize these key aspects of programming and will further my skills as a Software Developer.

Detailed System Description:

Pieces
int: playerOnePiece int: playerTwoPiece
Pieces() movePiece(int)

Players
String: playerOne String: playerTwo
Players() setPlayerToPiece()

Requirements: At least one player. Ideally there would be two to play against each other.

Literature Survey: There are many checkers games out there, and mine is very standard. There may not be much that separates mine from others, but this is also something I've never done before.

User Manual: In order to play the game, you enter in the two player's names that are going to play. Player one will go first and you can click on the screen to move the piece. Abiding by standard checkers rules, if you hop over your opponent's piece, then those piece(s) are gone. There will be a counter to show how many pieces you have left as well. If you go backwards, and the piece is not a "king" an error message will pop up and say you cannot make that move. If your piece is a "king" the moves available will change, for example, you can now move backwards. For now, it'll only work with two people playing, but I will hopefully be able to make an AI to play against.

Conclusion: The significance of this project is to enhance my knowledge of multi-dimensional arrays, JavaFX, and objects/classes.