Our final project for AP Computer Science is KingMe™, a sudden death checkers game. The general summary of our game consists of a basic command-line checkerboard for added aesthetic (to bring back the nostalgic days of Windows v.3.1) and an input-output method list.

Upon opening running the program, the MainMenu.java file, an interactive GUI opens with some music, prompting the user to choose either instructions (if they don’t know the rules) and a start button, which, when pressed, will minimize the GUI and set up a board in the terminal.

During the game, the user must type in the xy coordinates of the piece they wish to move, and then type the xy coordinates of the new location they wish to move to. The game tracks score, whose turn it is, the pieces left, and who will win. Be cautious, though, as every round a new, random location for a death block (if the person lands on that spot, all but one of their pieces are removed) spawns. First to remove all other’s pieces wins!