Tool: Justinmind Prototyper

URL: <http://www.justinmind.com/>

Test Results:

If players want to move their chess piece to a spot on the board where they cant, the chess piece returns to its original position upon the user releasing touch of the piece. Then they can attempt to move the piece to a different place.

Pressing the switch button resets the time (which can be configured to any amount of time), so the handoff from one player to the other must be fairly rapid.

Clicking the Surrender button presents an “Are you sure?” dialogue to ensure players do not forfeit unintentionally.

Screenshot:

