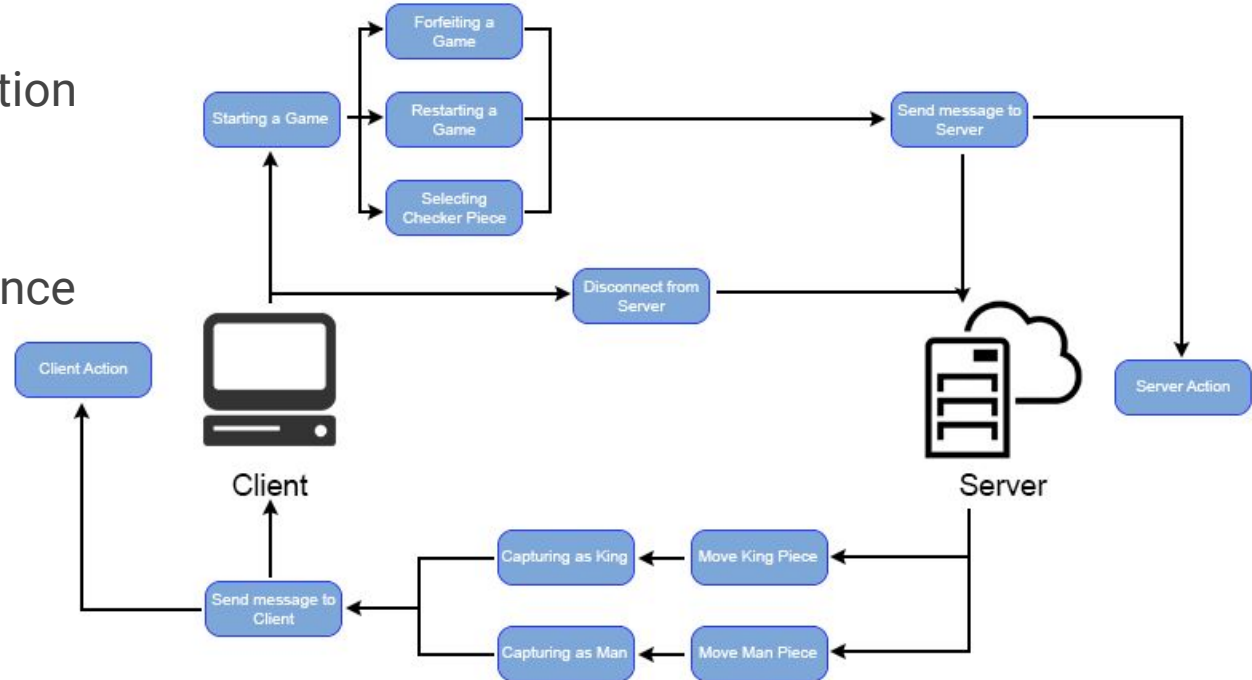


# Checkers Online

Group 5: Nicholas Hausler, Katherina Lim, Anthony Sangrigoli, Colbert Zhu

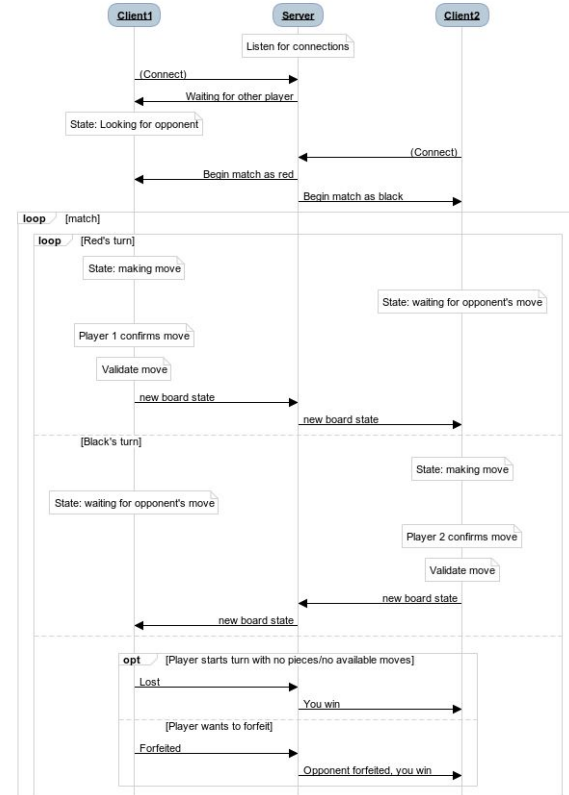
# Requirements Doc Highlights

- Functional
  - Startup & initialization
  - Move validation
- Non-functional
  - Network performance



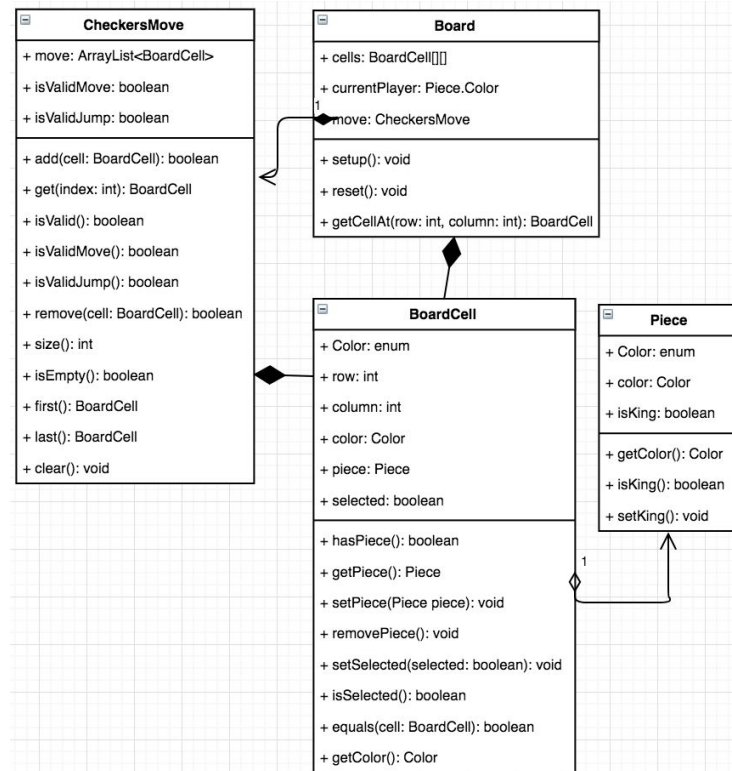
# Design Doc Highlights - Network Architecture

- Basic client/server model
  - Server manages
- KryoNet networking library
  - Handles disconnects, object serialization



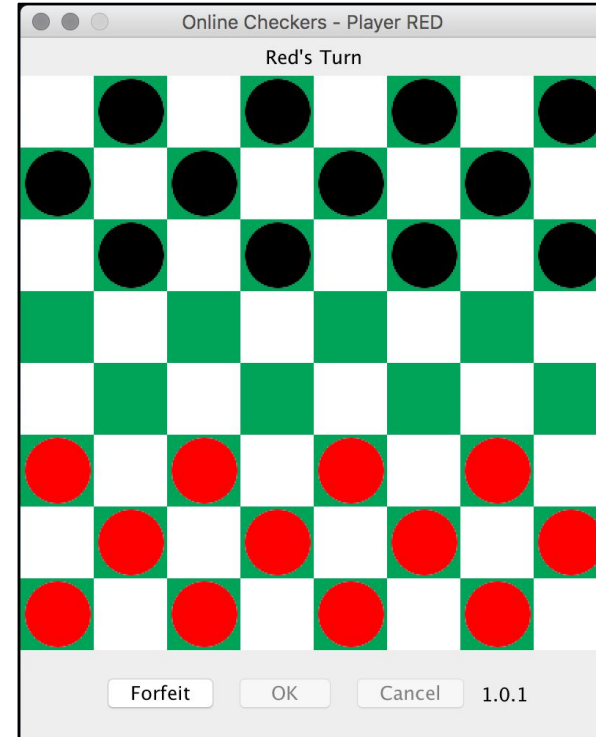
# Design Doc Highlights - Board State

- Data structures for board, cells, pieces, etc.
- Encoding for movements
  - Can be statically validated



# Design - Client

- Server connection
  - Color
  - Board
  - End game
- GUI
- Move selection, validation, submission
- Forfeits



# Design - Network/Server

- Player connections
- Board
- Win conditions
- Game restarts



# Testing Doc Highlights

- Initialization
  - Starting server & client
  - Joining a game
- In-game
  - Move validation
  - UI behavior
- End-game
  - Win condition detection
  - Forfeit/disconnect handling
  - Rematch brokering



# Implementation

- Separation of code
  - Frontend
  - Backend
- Integrated the separate parts





# Miscellaneous

- Static Analysis
- Version Control/Candidate Releases
- Bug Tracking
  - Talk about remaining issues
- Code Coverage



# Demo

Demonstrate some of the important test cases

