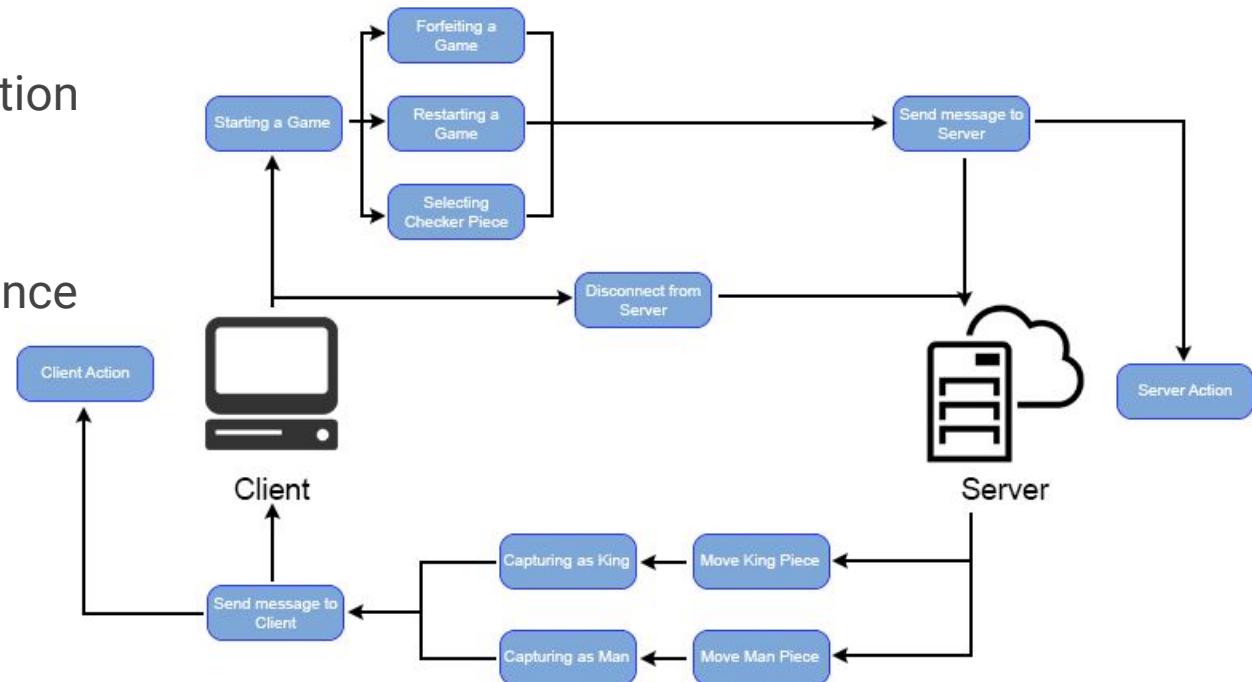


Checkers Online

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

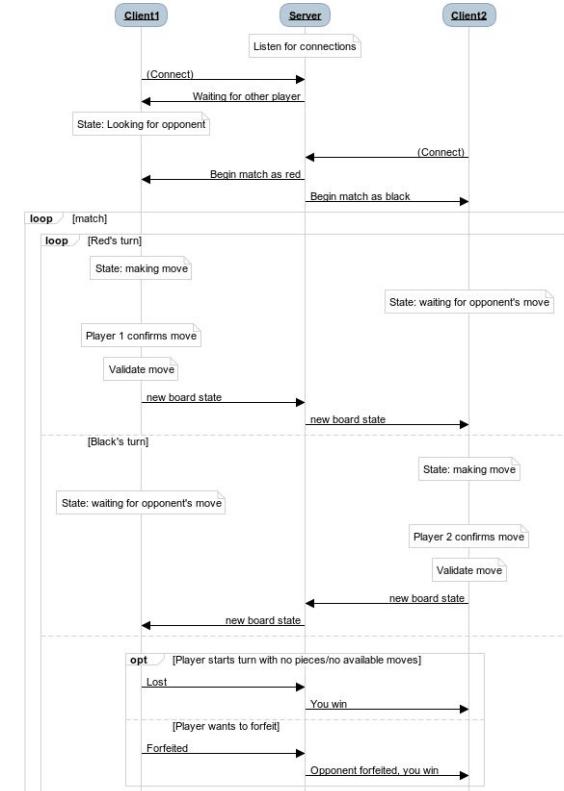
Requirements Doc Highlights

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



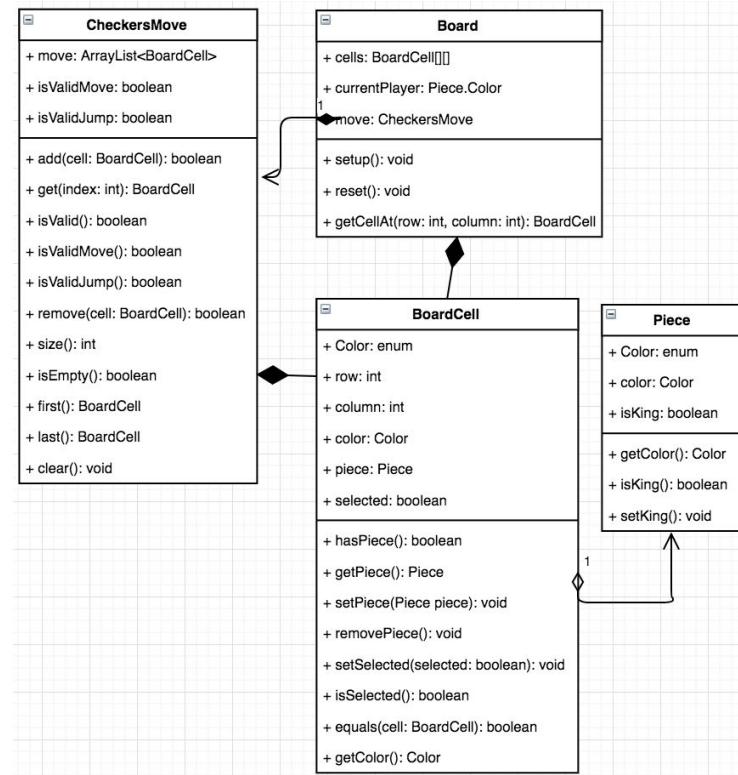
Design Doc Highlights - Network Architecture

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



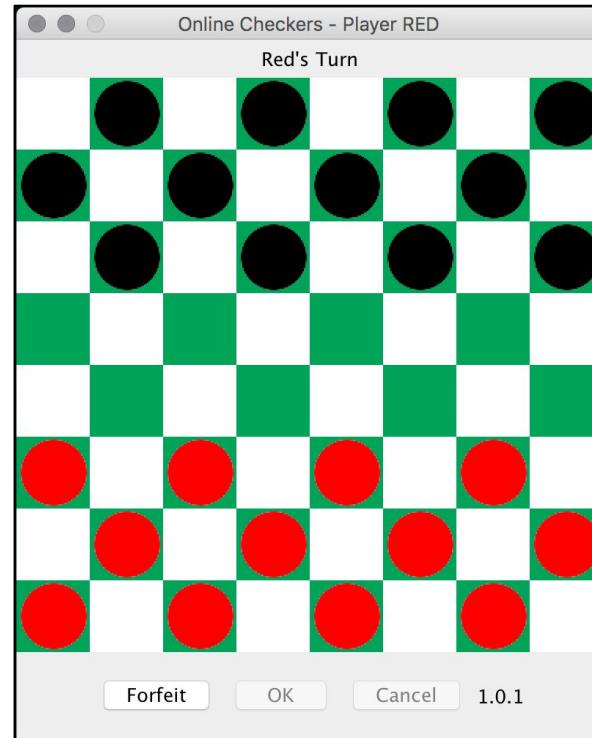
Design Doc Highlights - Board State

- 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