

# Checkers User Manual

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## How to run

In order for the program to run, you must start a web server at the root of the project with the TP3 folder and the WebCGF lib.

The easiest way is to use the live server extension from VSCode, select the TP3 folder and enjoy the game.

## Menus

The game contains three unique menus: the main menu, the game menu and the game-over menu.

### Main Menu

The main menu is the game's starting point. The user can decide when to start playing by clicking on the *Play* button. It is also possible to choose between the two themes available, *Space* and *Christmas*, by clicking the respective button.

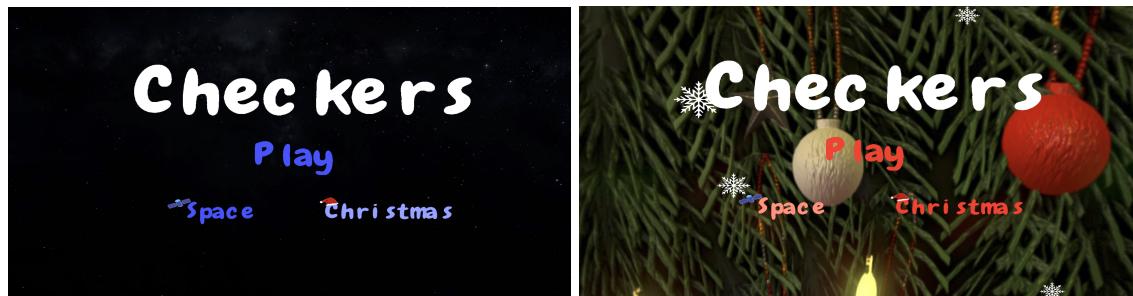


Figure 1: Main Menu screenshots

### Game Menu

The game menu contains four buttons and the game's information - time and players' scores (Figure 2).

The first button, *home button*, ends the current game and redirects the user to the main menu. The *camera button* changes the camera view between three positions: black player view, white player view and an overall game board view.

The *undo button* undoes the last move. And finally, the *film button* recreates all the moves executed from the beginning of the game until the current point.



Figure 2: Game Menu screenshots

### Game Over Menu

The game over menu appears when the game comes to an end and displays which player won the game. There is also a *menu button* to return to the main menu (Figure 3).



Figure 3: Game Over Menu screenshots

## Playing

The *Play button* redirects the user to the game. Here, the game menu appears allowing the user to return to the main menu or to make use of the implemented features as stated above.

To make a move the user must click one of the available pieces, whose tiles are highlighted. Upon selecting a piece, the possible movements are highlighted for the user to select the moving position (Figure 4).

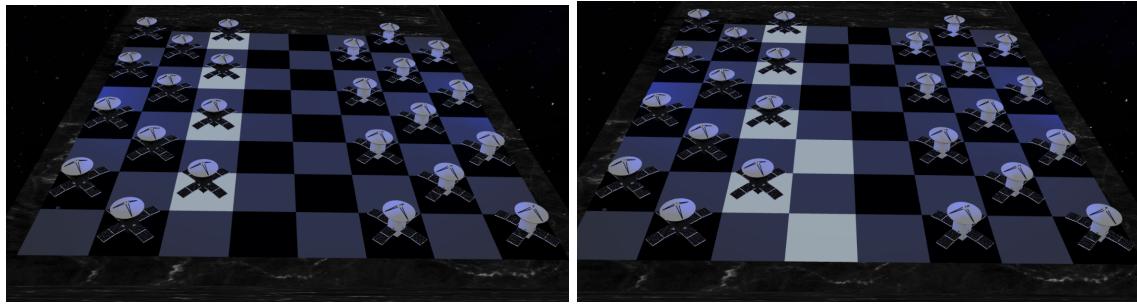


Figure 4: Move selection

When the user selects the moving position, the piece starts its movement. In the case of capture, the player's piece collides with the opponent's piece and the latter is transported to the auxiliary board, with the help of a transporter vehicle. When the opponent's piece is no longer blocking the path, the player's piece continues the movement to the selected position.

Lastly, when the piece reaches the opposite side of the board, it upgrades to a queen piece and is able to move to all 4 diagonal directions in the board (Figure 5).

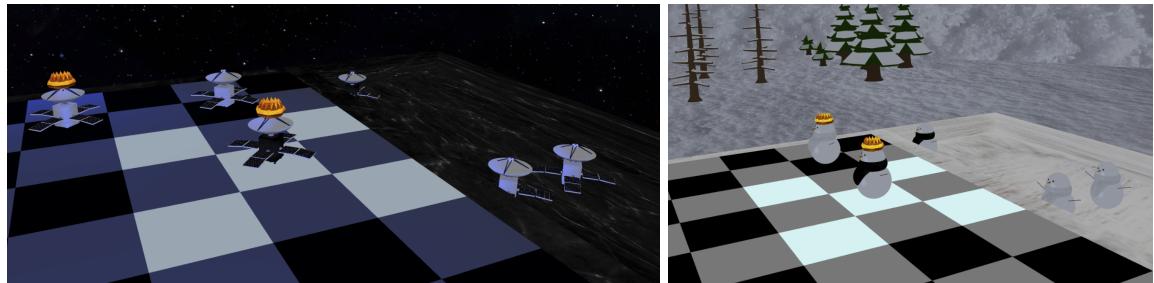


Figure 5: Queen Piece screenshots.