

UC01

After launching game, user is shown main menu.

New game, creates a new game and leads to the user being able to choose their colours (UC02).

Load game, brings up the file explorer to previously saved games (UC08).

Replay game, brings up the file explorer to previously completed and saved games (UC09)

Quit game, quits the application (UC10).

					White	Black	
	Player 1:	Mohammed	<input checked="" type="checkbox"/>	<input type="checkbox"/>			
	Player 2:	Jeff	<input type="checkbox"/>	<input checked="" type="checkbox"/>			
		Start					
		Back					

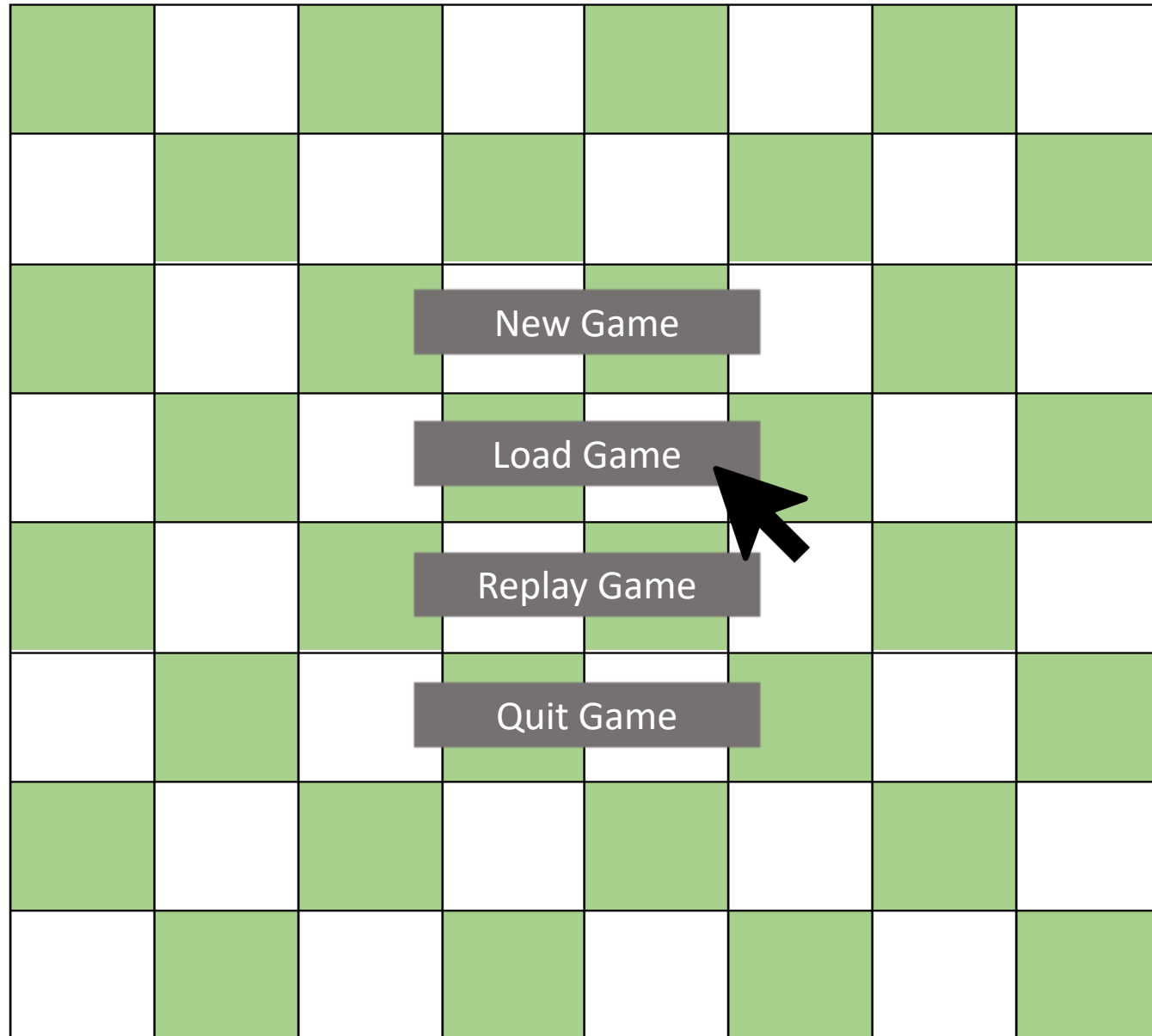
UC02

Brings up menu for the user to enter player names and select colour with a check box, changing one check box automatically changes the other check box.

Start will begin the game with the selected settings.

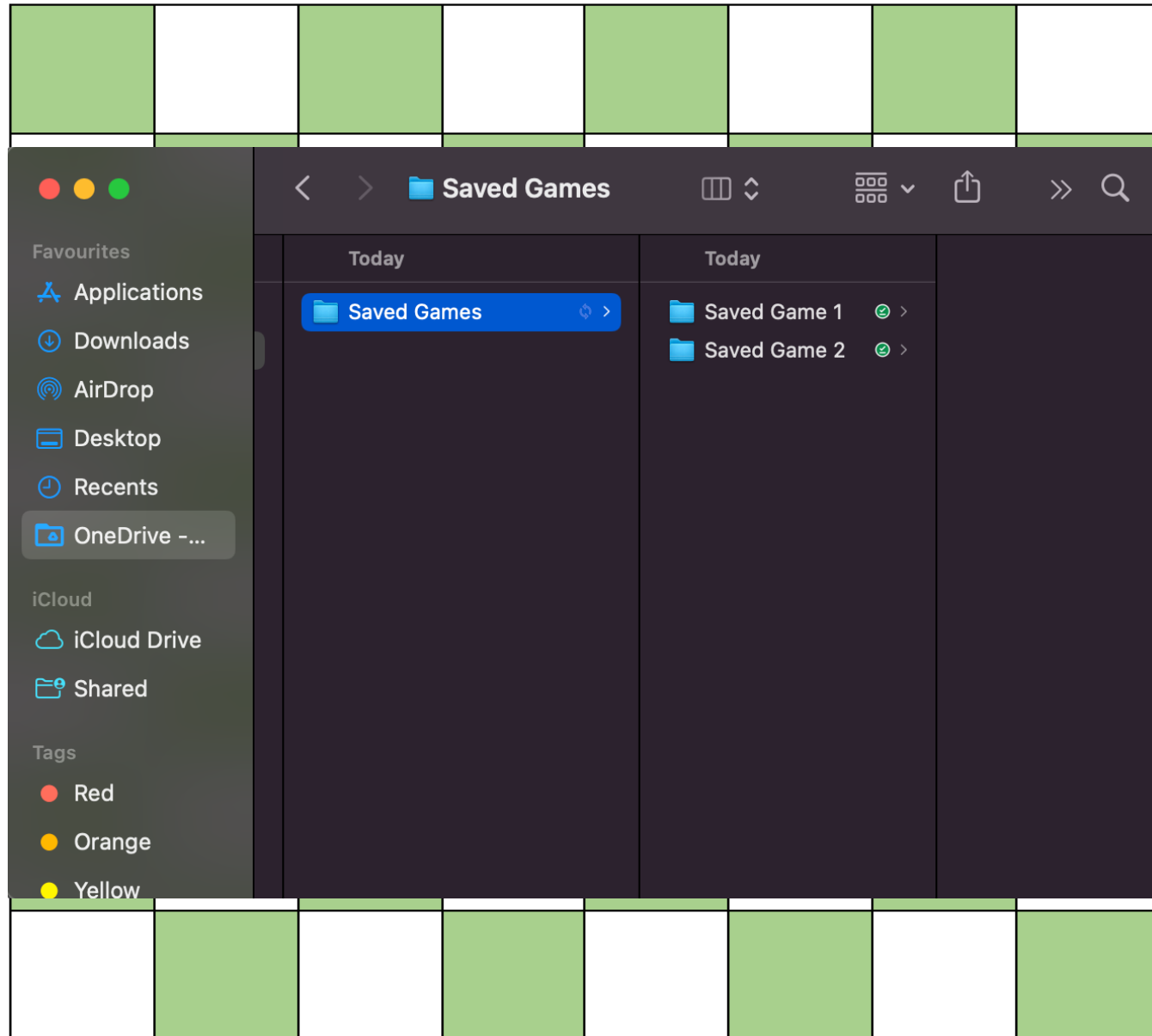
UC16

The back button will allow the user to go back to the previous menu.



UC08

Load game will bring up the file explorer allowing the user to search for previously unfinished games that were saved.



UC08

After user selects load game, a file browser is popped up with the user able to choose a save game.

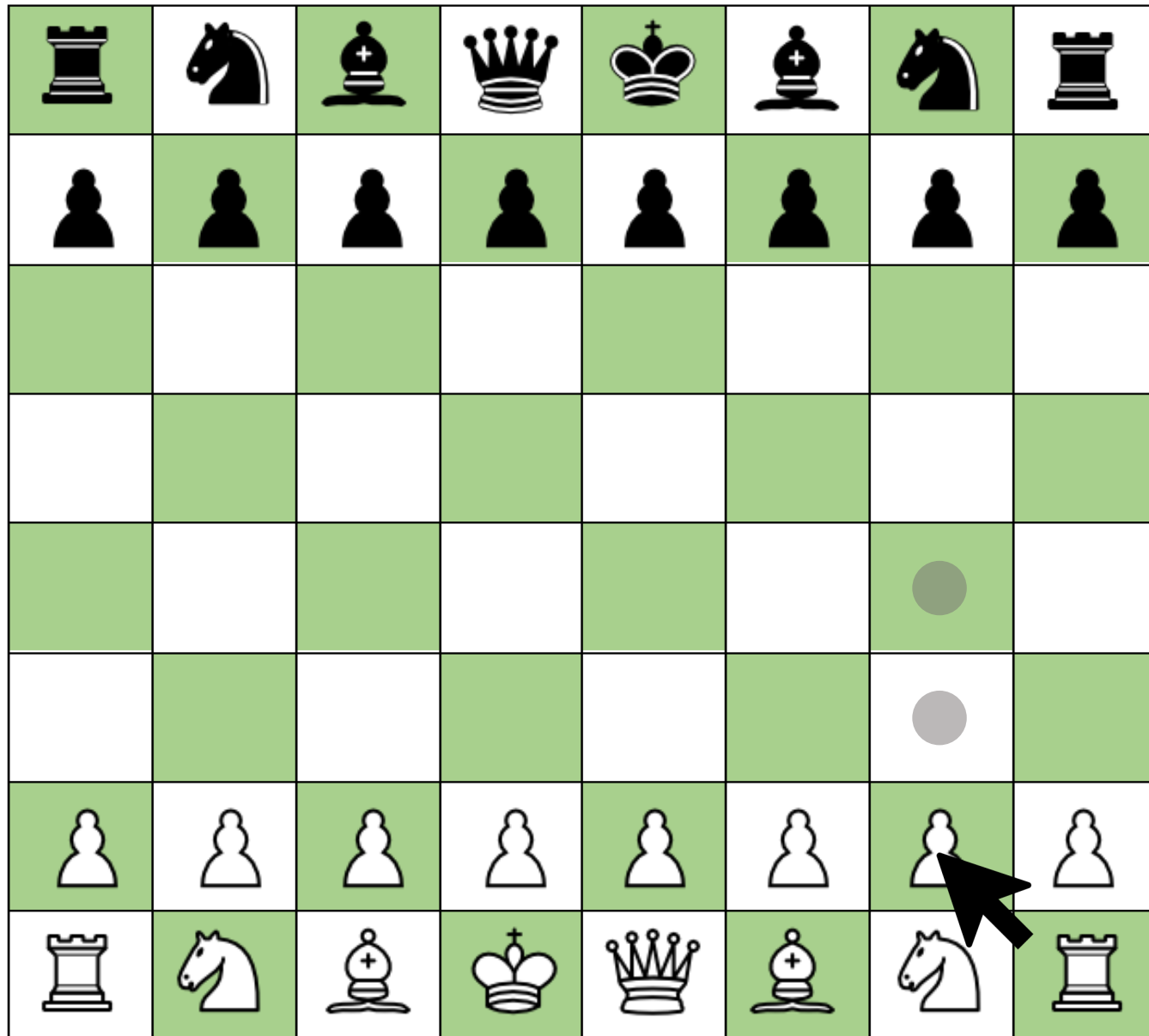
After opening the save file, the board is set to the state it was saved in and the user can carry on playing the game.

Save

Draw

Resign

Quit



UC03 & UC11

User selects piece with a single left click to play. This displays all potential moves for this piece with dots.

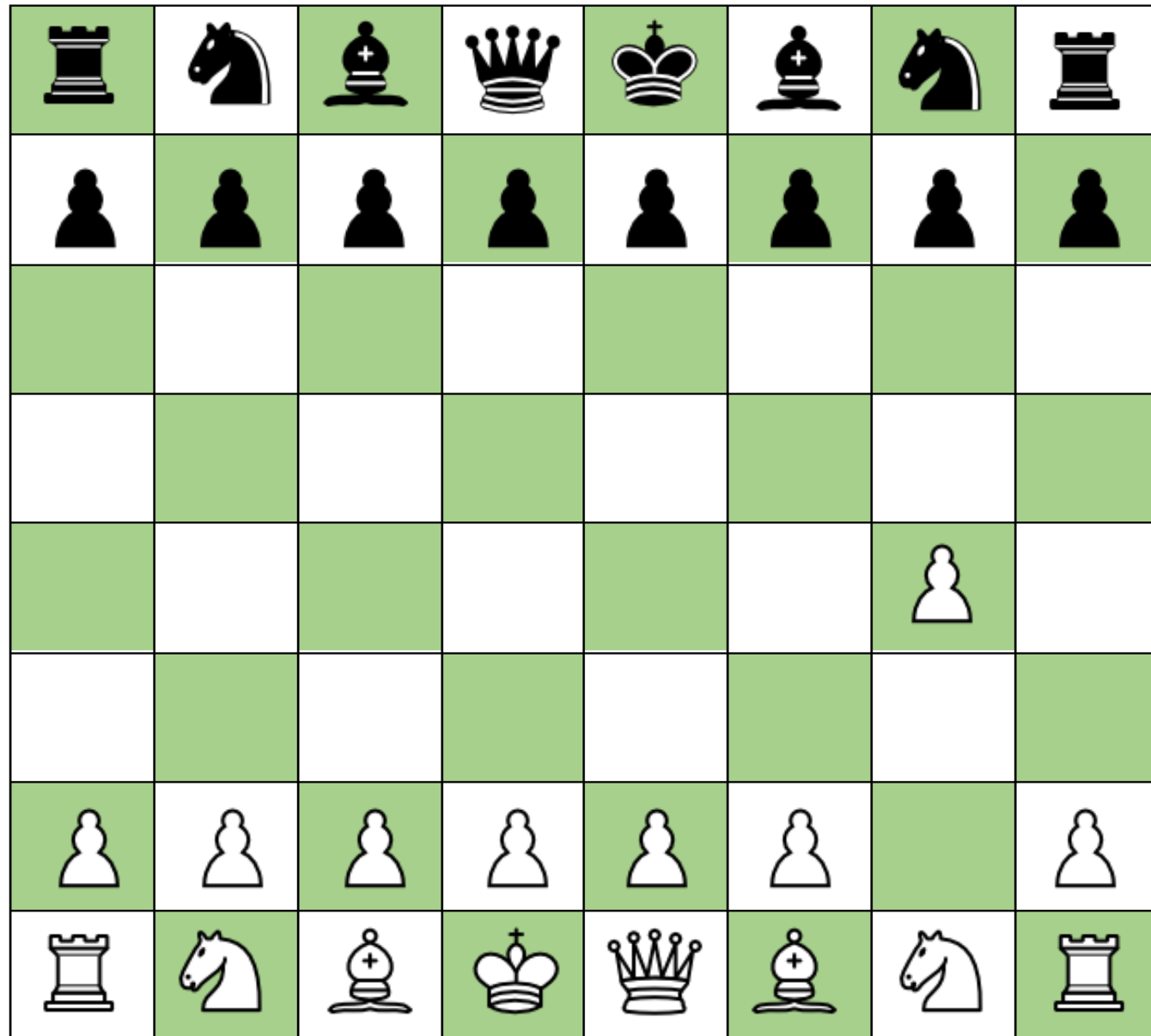
The user will then left click again on the cell they would like to move the selected piece to.

Save

Draw

Resign

Quit



UC03, UC04 & UC11

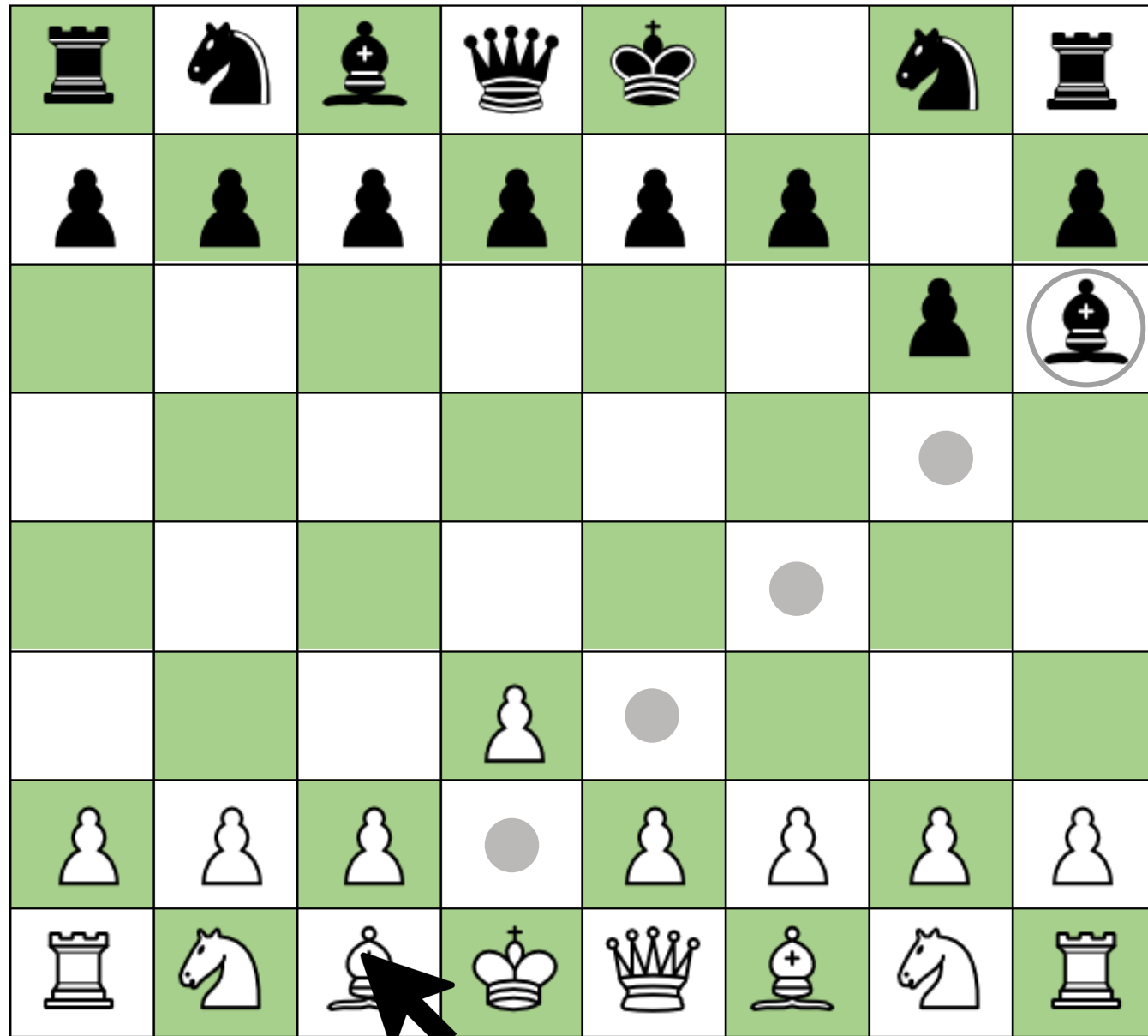
Once the user has selected the desired cell, the piece is moved to that position and the play switches to the opposing user.

Save

Draw

Resign

Quit



UC05

As in UC11, after the user has left clicked on a piece to select it, the potential moves for that piece.

If a piece can be taken, the piece is highlighted with a circle.

Save

Draw

Resign

Quit



UC05 & UC12

If the user wants to take the opponents piece, they left click on the piece and it is removed from the board.

After a piece has been taken, it is placed on the side tray with other discarded pieces. Play changes to the opposing user.



UC06

The user has got into a position to promote their pawn by placing it on the back row of the opposing user. They then have the option to choose a piece to promote to, these are indicated at the top by the four pieces.



UC06

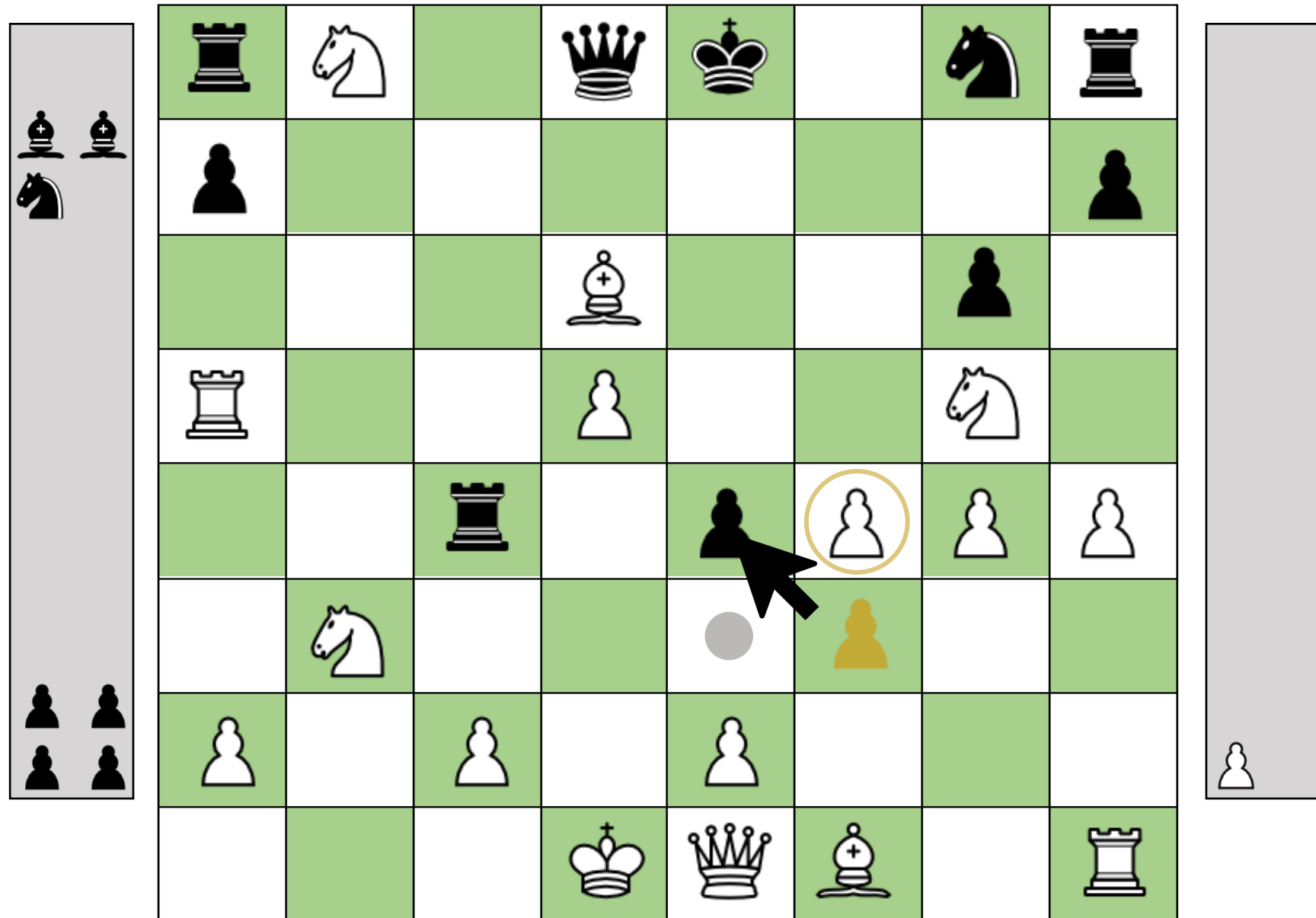
The user left clicks on the piece they would like to promote to, and the pawn is replaced with that piece on the playing board. The pawn is placed into the taken piece tray of their respective colour.

Save

Draw

Resign

Quit



UC19

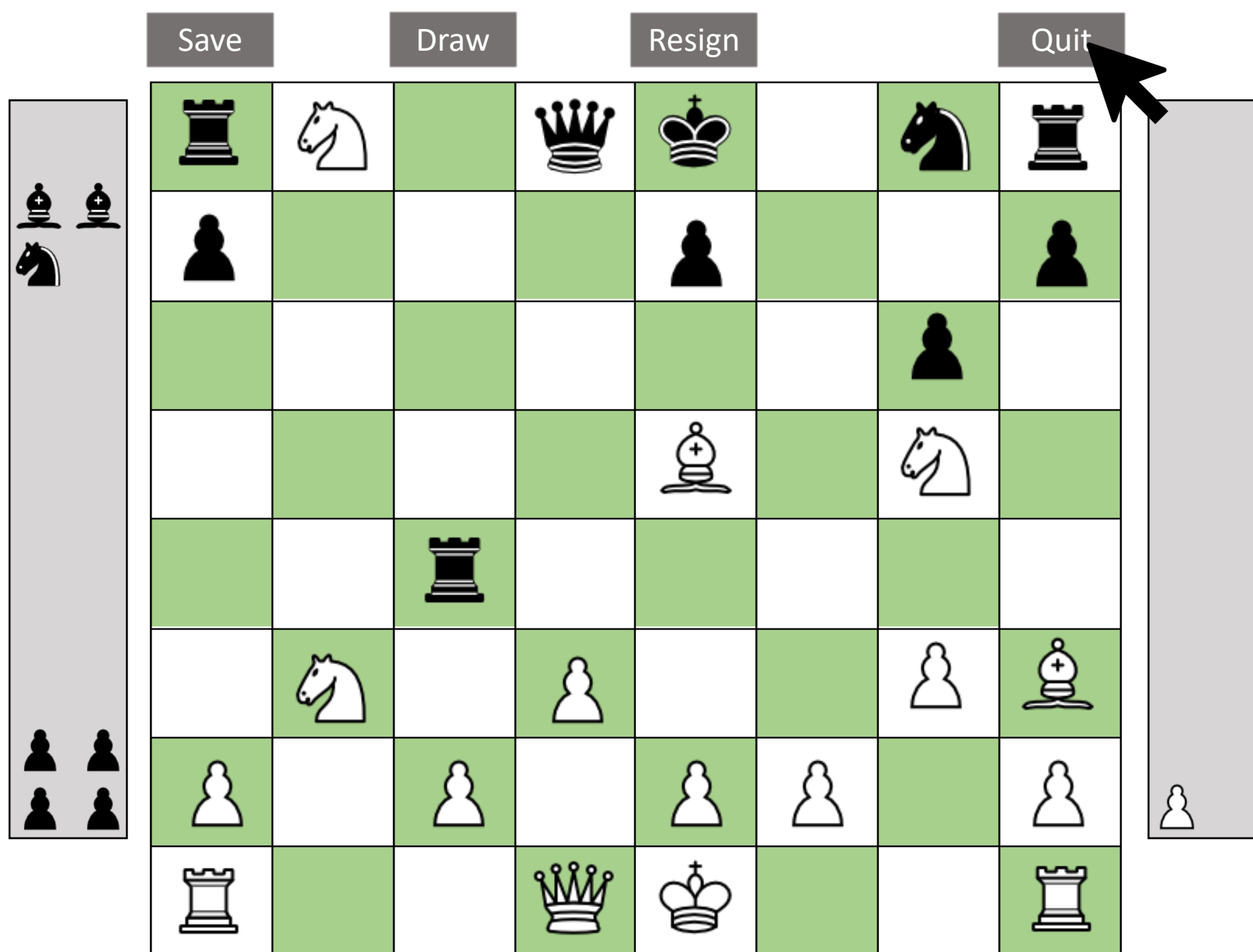
If the user selects a pawn and en passant is available, this is shown with a circle around the piece being taken. With a yellow pawn indicating where the piece will end up after taking the opponents pawn circled in yellow.

The usual grey dot is shown if the user would like to advance in the normal way.



If castling is available, the user will be prompted when left clicking and selecting either the rook or the king.

It is shown with two translucent pieces in the final positions after castling.



UC10

At any point, either user can select to quit the game and go back to the main menu.

After selecting quit the user is prompted with are you sure you want to quit in case of a miss click.



UC17 & UC21

On either users turn; they have the option to declare if they would like to call for a draw and end the game.

If one user selects to draw this prompts the other user.



UC17

The prompt is shown to determine if the user would like to accept or decline the draw.

If accepted this will prompt the end game menu where the user can select to save the game to replay later.

If declined, the game will continue.

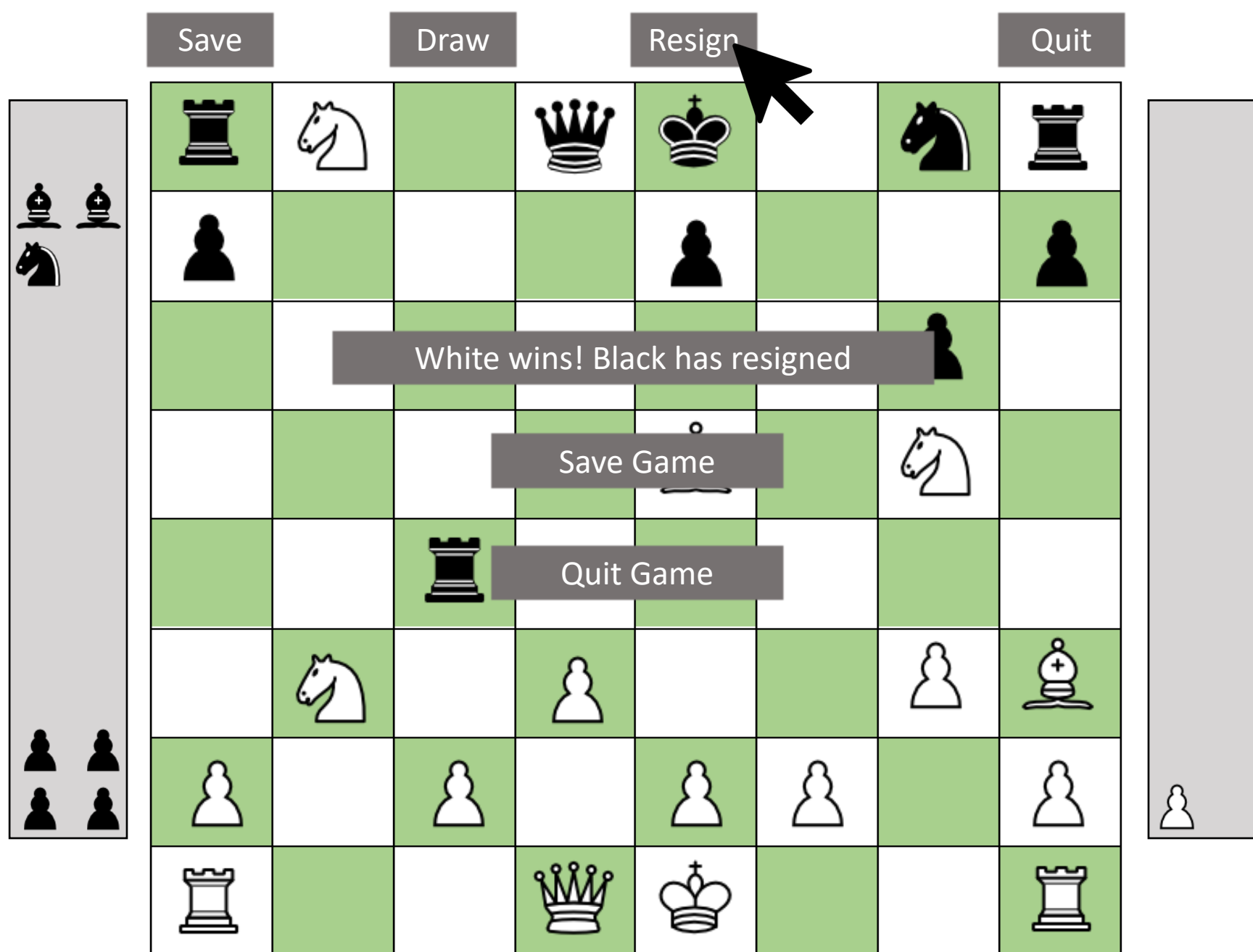


UC18 & UC21

Whoever turn it is, they have the option to resign the game. By clicking on resign they are prompted with an are you sure message in case of a miss click.

Yes, will lead to the next prompt (next slide).

No, will allow the game to continue.

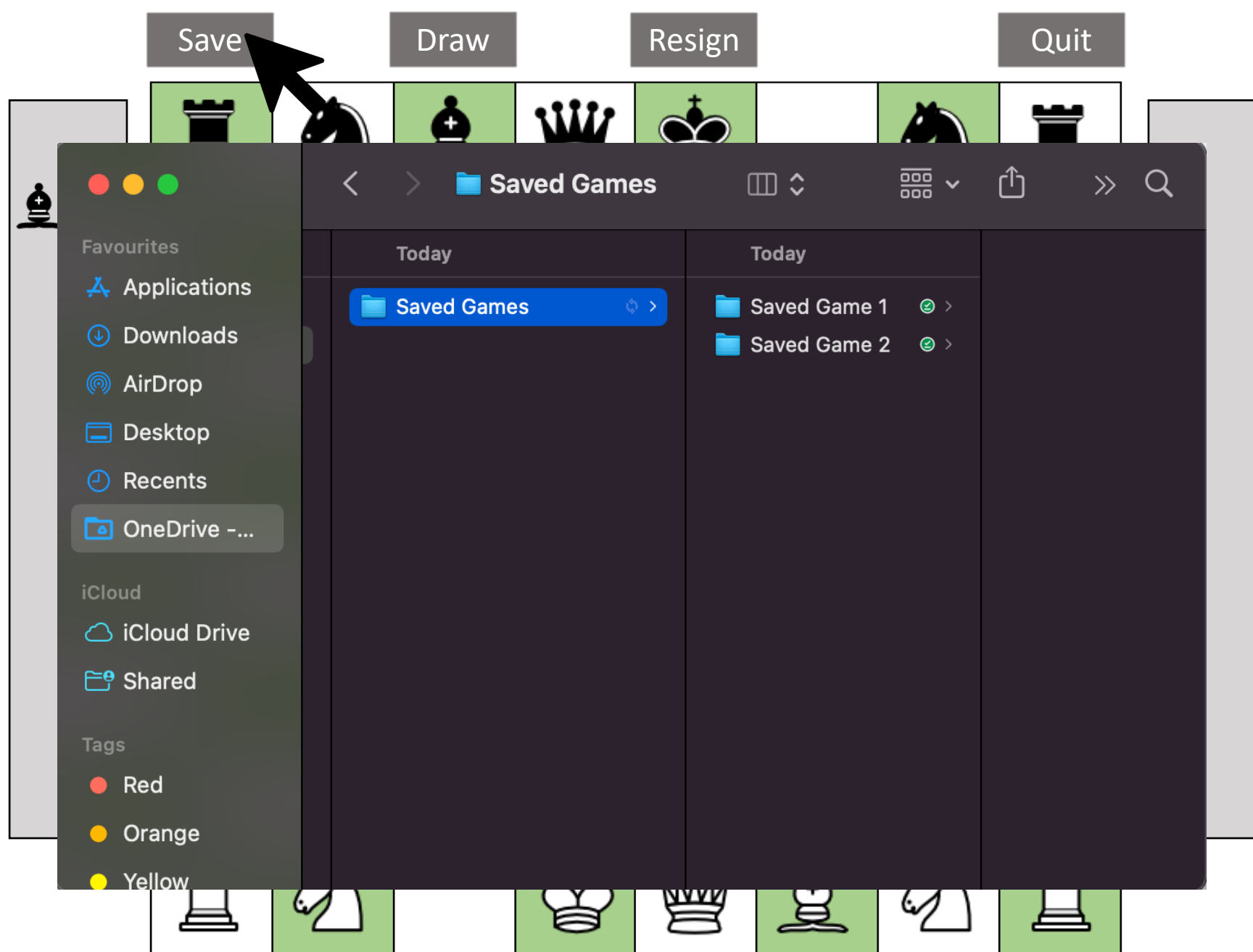


UC18 & UC21

After yes has been selected, there is the option to save the game or quit.

Saving will save the game with other completed games for replaying the match later with opening up the file explorer.

Quit will take the user back to the main menu



UC07

If the user would like to save the game to resume later, they can click save game which brings up a file explorer to select the location.

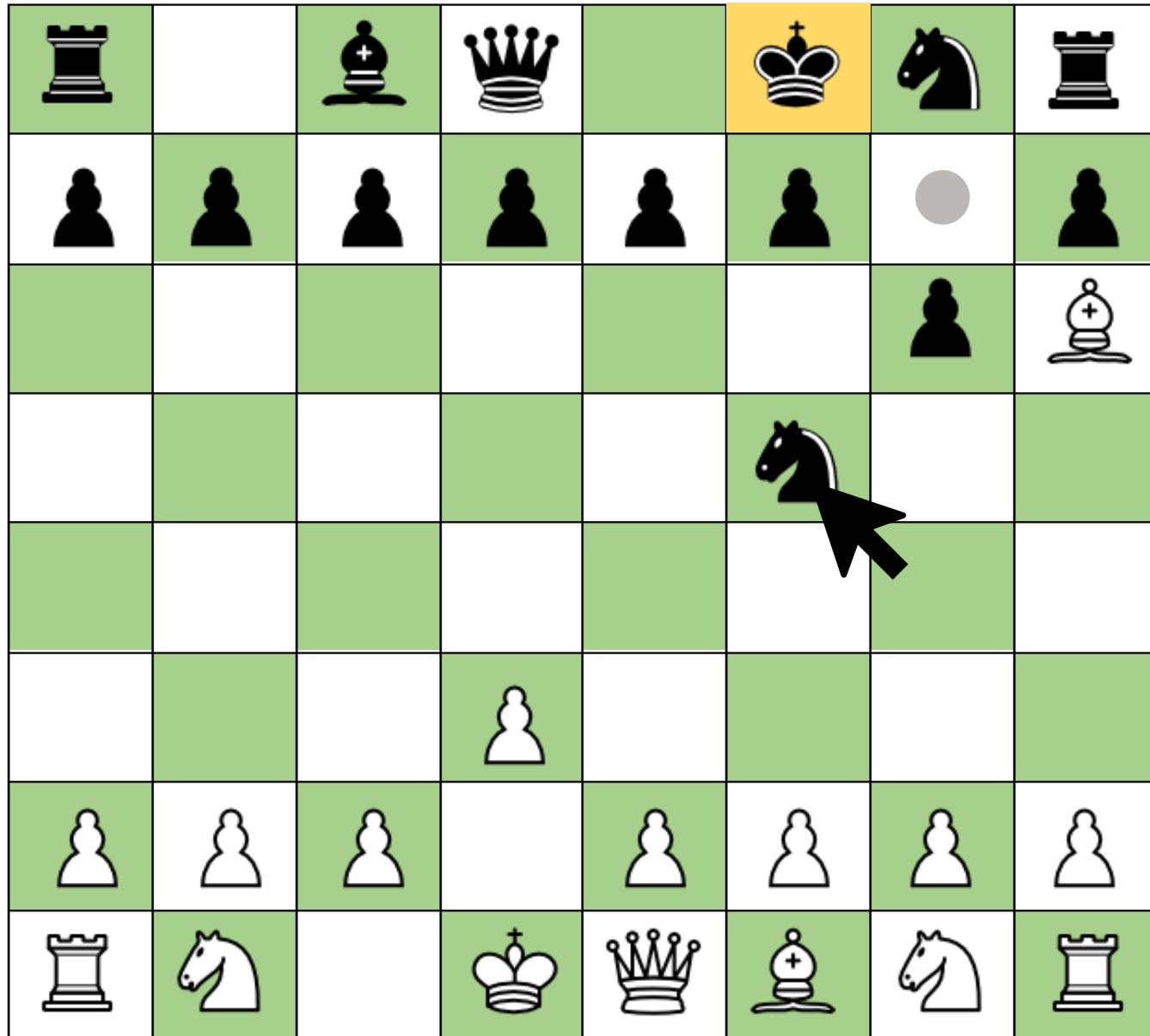
The user then saves the game in the desired location and can quit the game or carry on playing.

Save

Draw

Resign

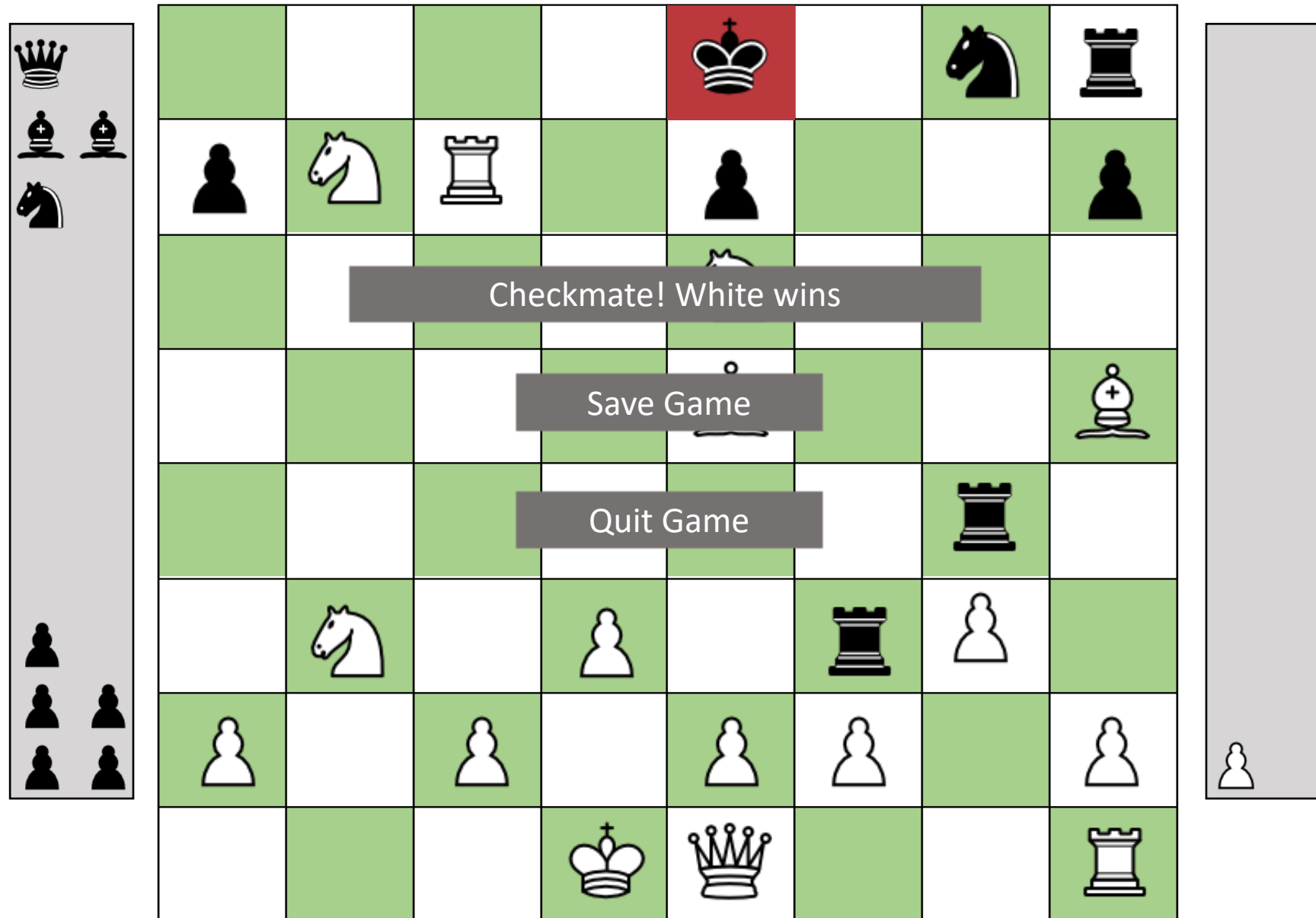
Quit



UC14

If other pieces can be moved to get the king out of check, then when a piece is selected only the moves that get the king out of check are shown.

If a user selects a piece that does not allow the king to get out of check, no moves are shown, and the user cannot move that piece.



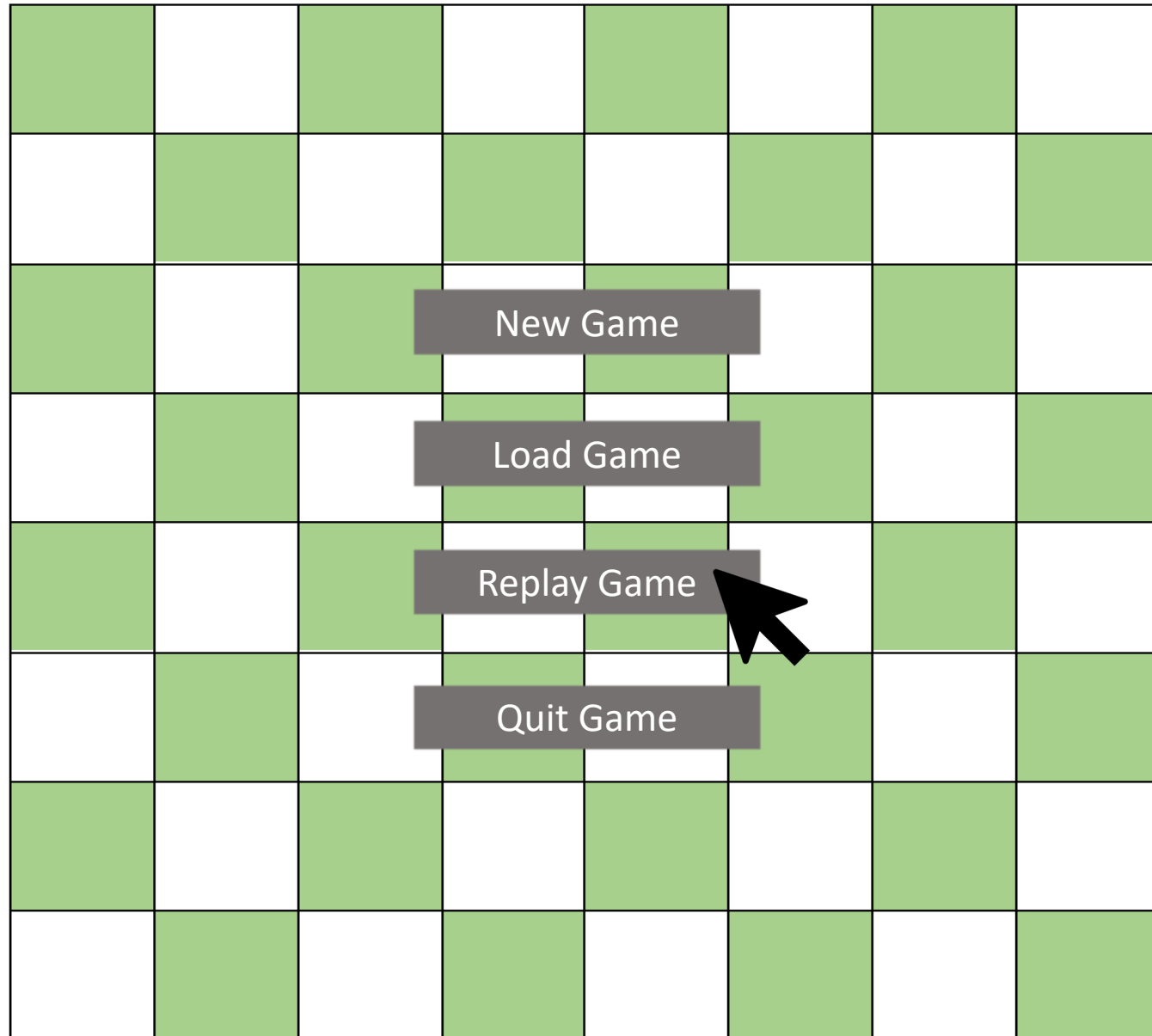
UC15 & UC21

When checkmate is played the game ends, and the cell the king is in is highlighted red.

It allows the user to save the game if they would like to replay it later.

Save game brings up the file explorer to allow the user to save to a desired location.

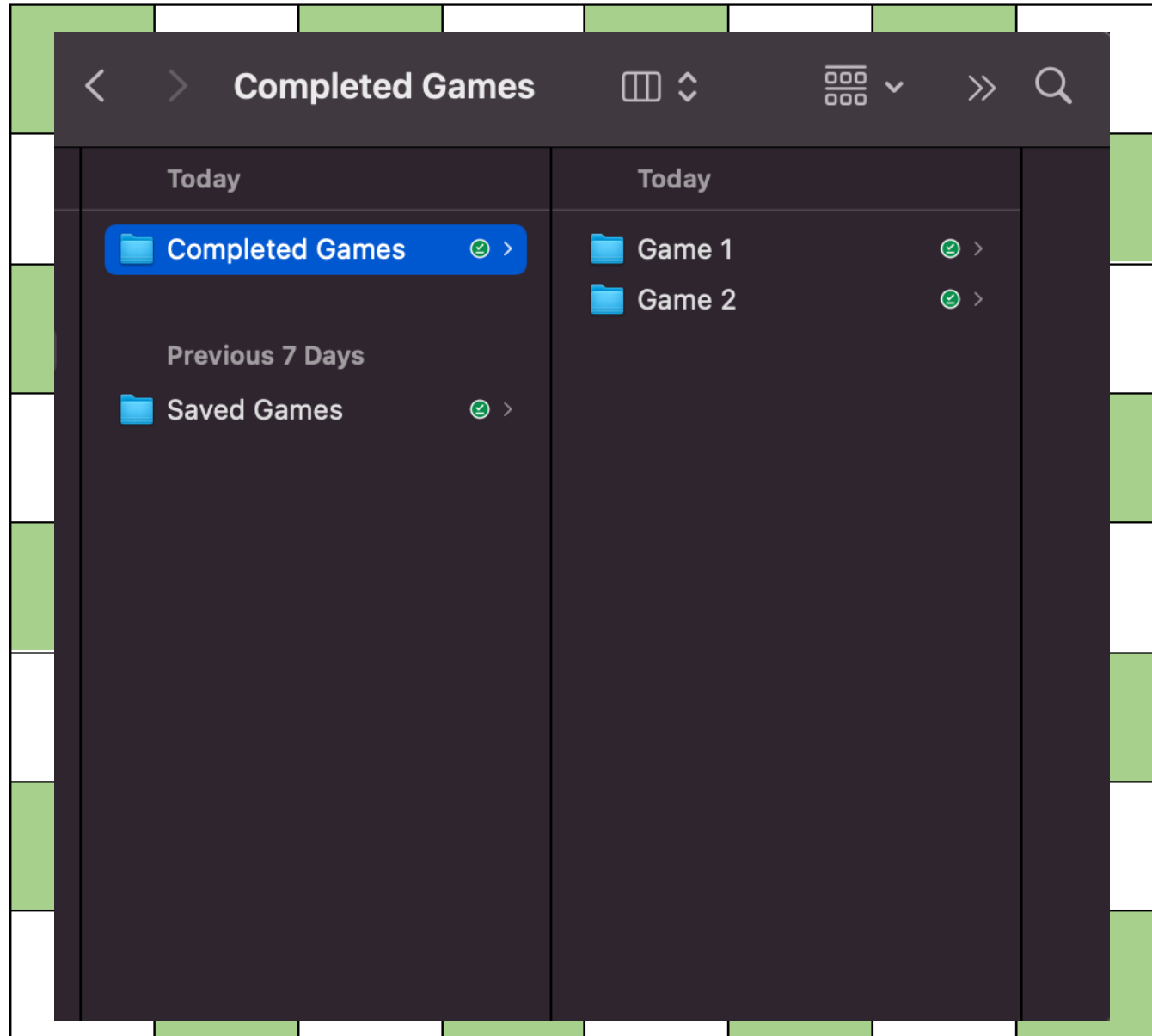
Quit game will take the user back to the main menu.



UC09

If the user would like to replay a previously completed and saved game, they can select Replay Game.

This will lead to the file explorer being launched.

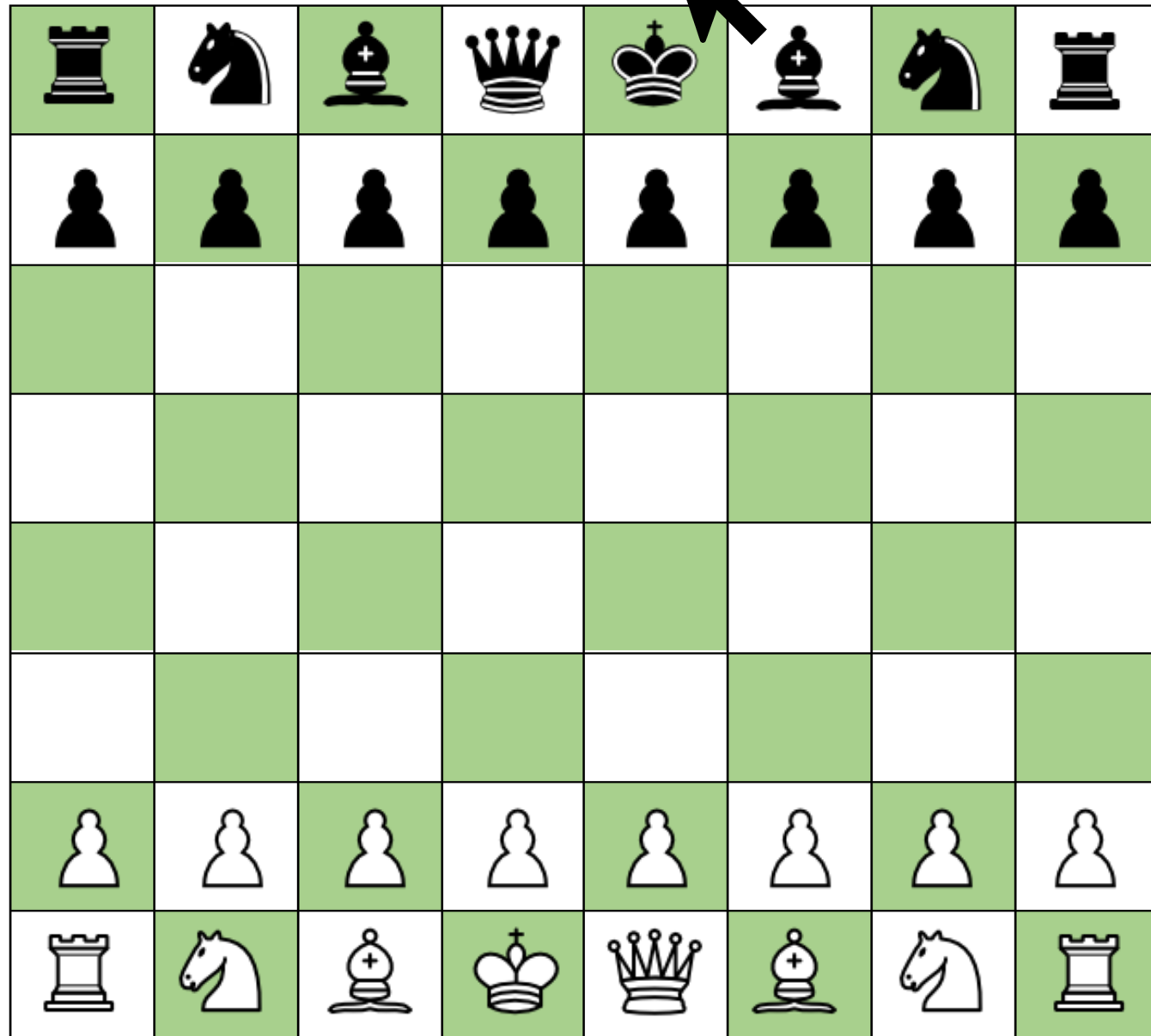


UC09

A file explorer is launched so the user can navigate to a previously completed game and load it to replay a previous game.

After the user finds the desired saved game, the pieces are loaded onto the board.

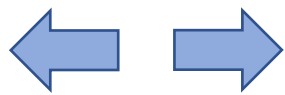
Quit



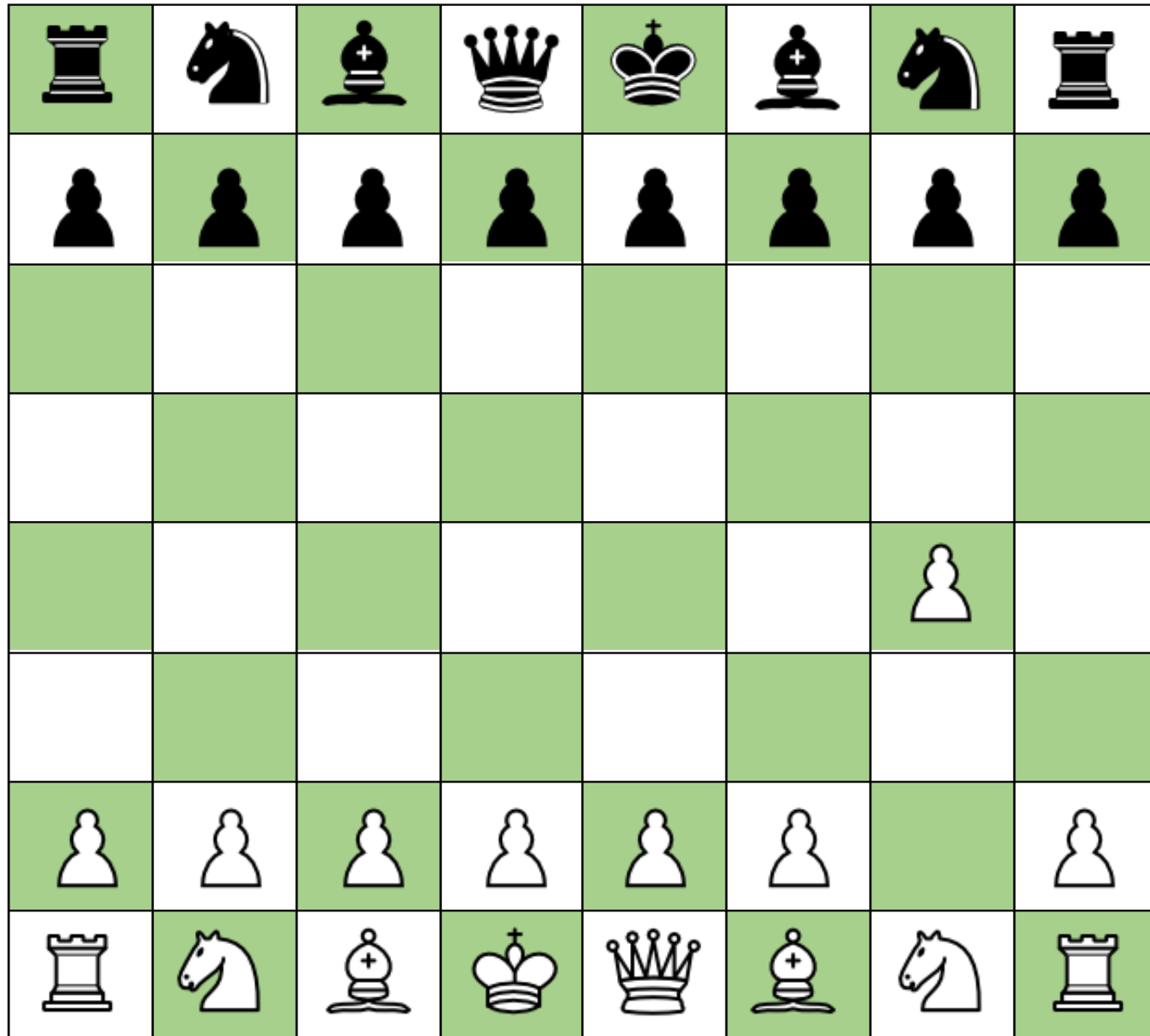
UC09

The board is loaded from the starting point with arrows to indicate back and forward moves that allow the user to progress through the game.

If the user selects the forward arrow, the first move in that game is shown.



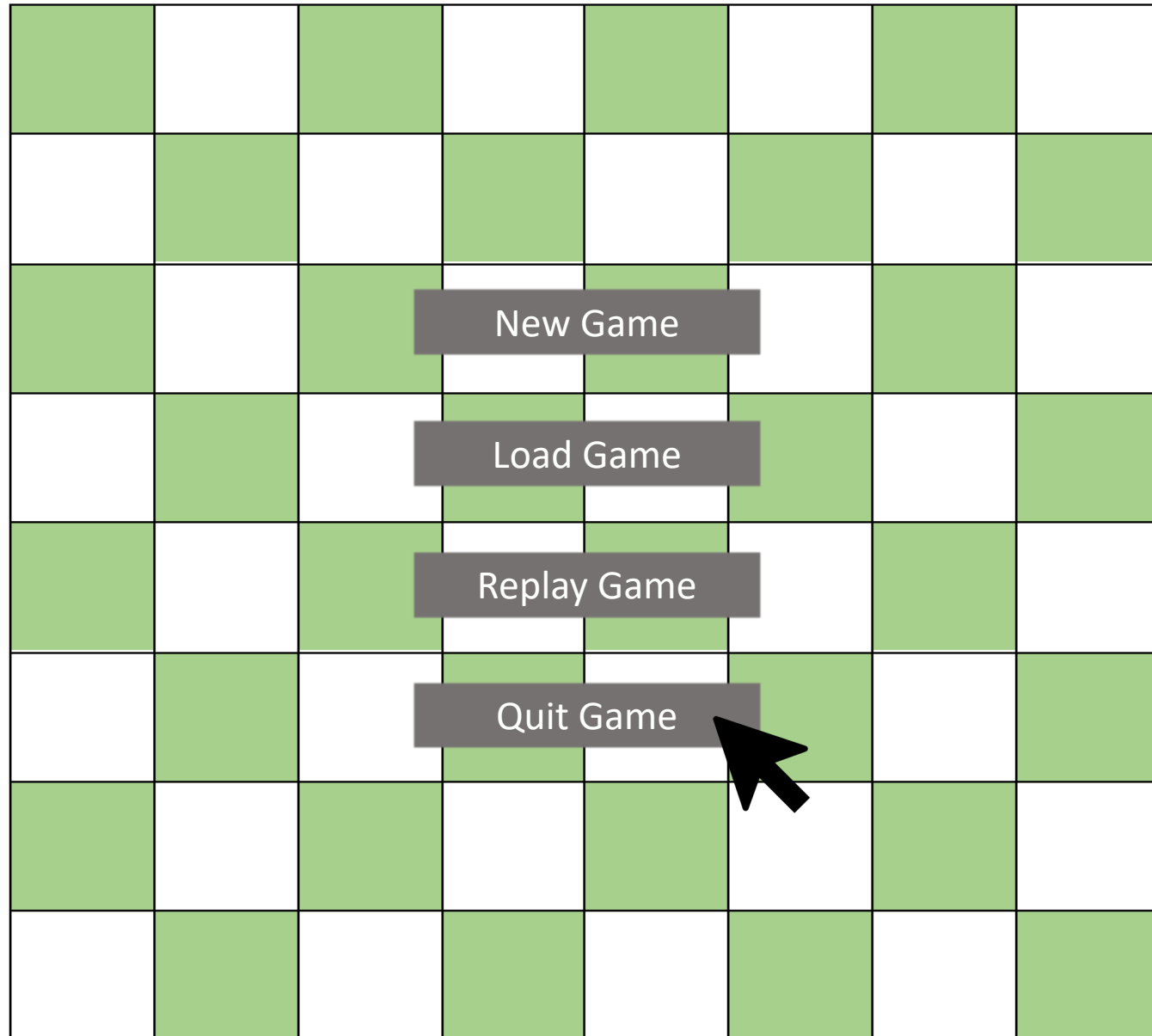
Quit



UC09

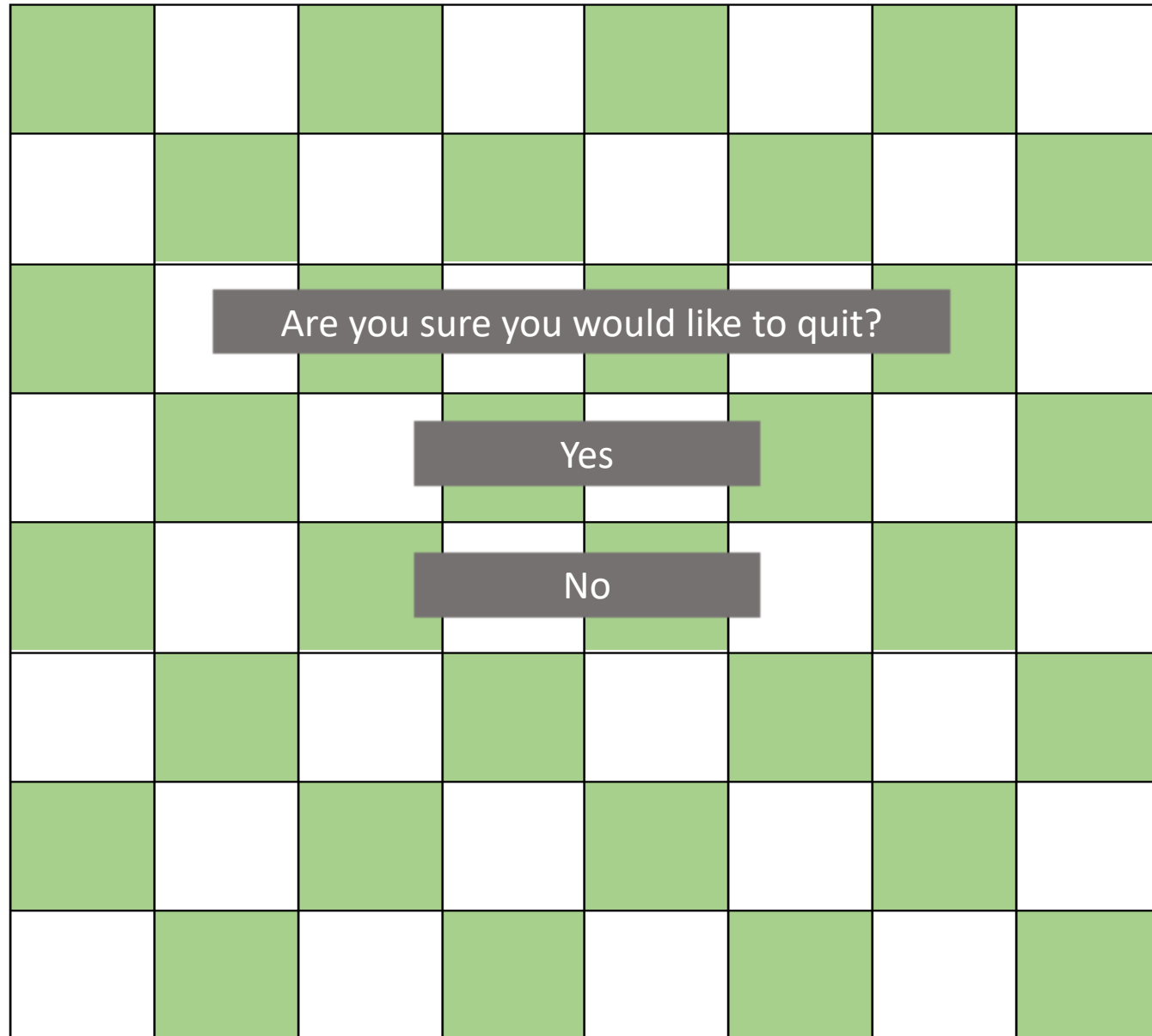
After each click of either the forward or back arrow the moves are shown, and the user can play all the way through the saved game. Any taken pieces are also shown in the trays at either side of the board.

At any point the user can quit back to the main menu.



UC10

On the main menu, if the user quits the game, there is another menu to confirm the quit which will completely close the application down.



UC10

If the user quits the game, there is another menu to confirm the quit.

Yes, quits the game.

No, takes the user back to the menu.