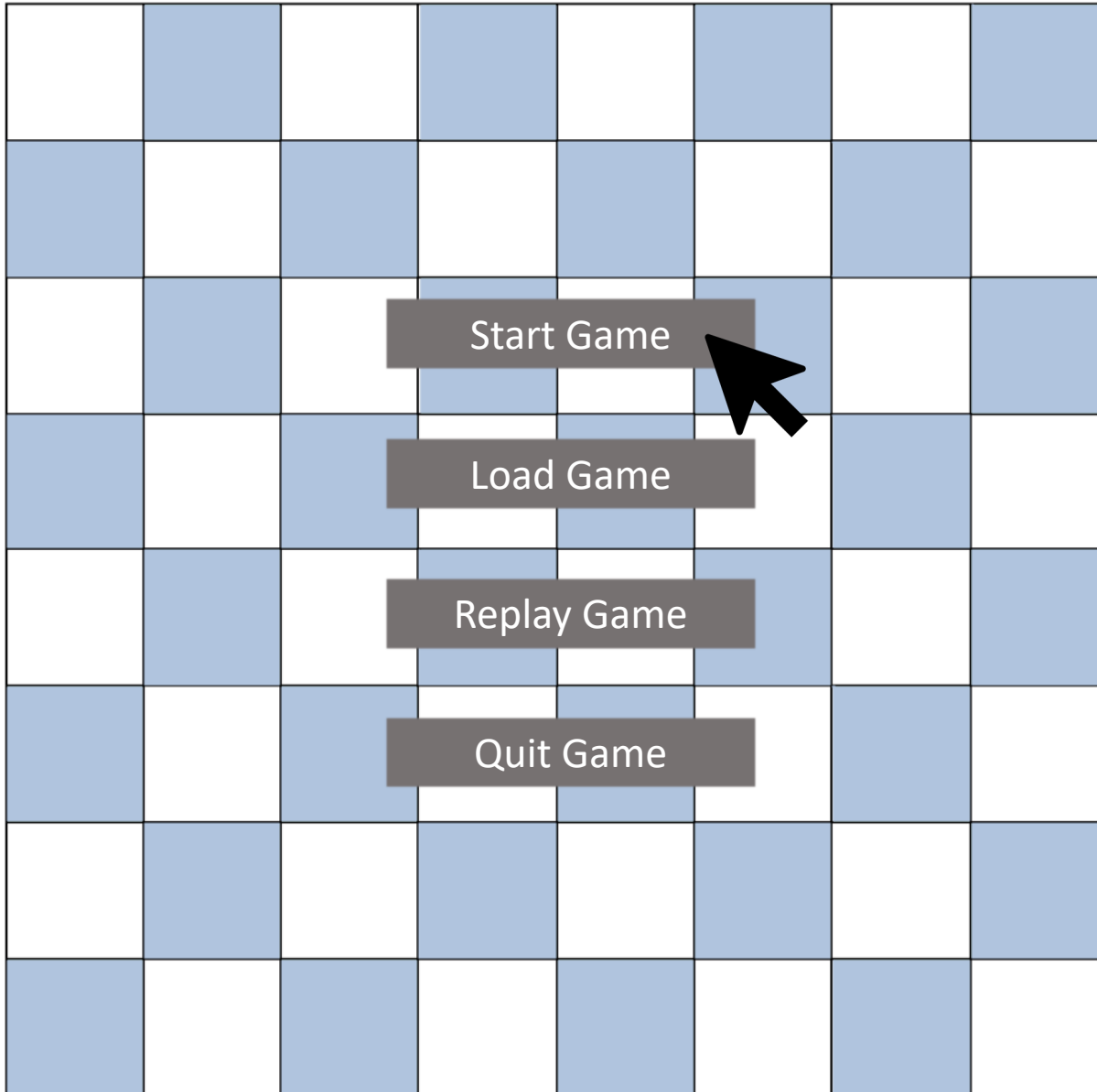


UI Specification Prototype Presentation

Config Ref: SE.G02.UISpec



UC01 - Start game

Task: Starting a new chess game

Action:

- Starting the game leads to the main menu.
- Choosing "Start game" creates a new game and allows the user to select their colors.
- Choosing "Load game" opens the file explorer to access previously saved games.
- Choosing "Replay game" opens the file explorer to access previously completed and saved games.
- Choosing "Quit game" exits the application.

Result: The main menu provides options to start a new game, load a saved game, replay a game, or quit the application. The user can also choose their preferred colors before starting a new game.

Player 1:

Mohammed

Player 2:

Mary

☒ White ☐ Black

Start

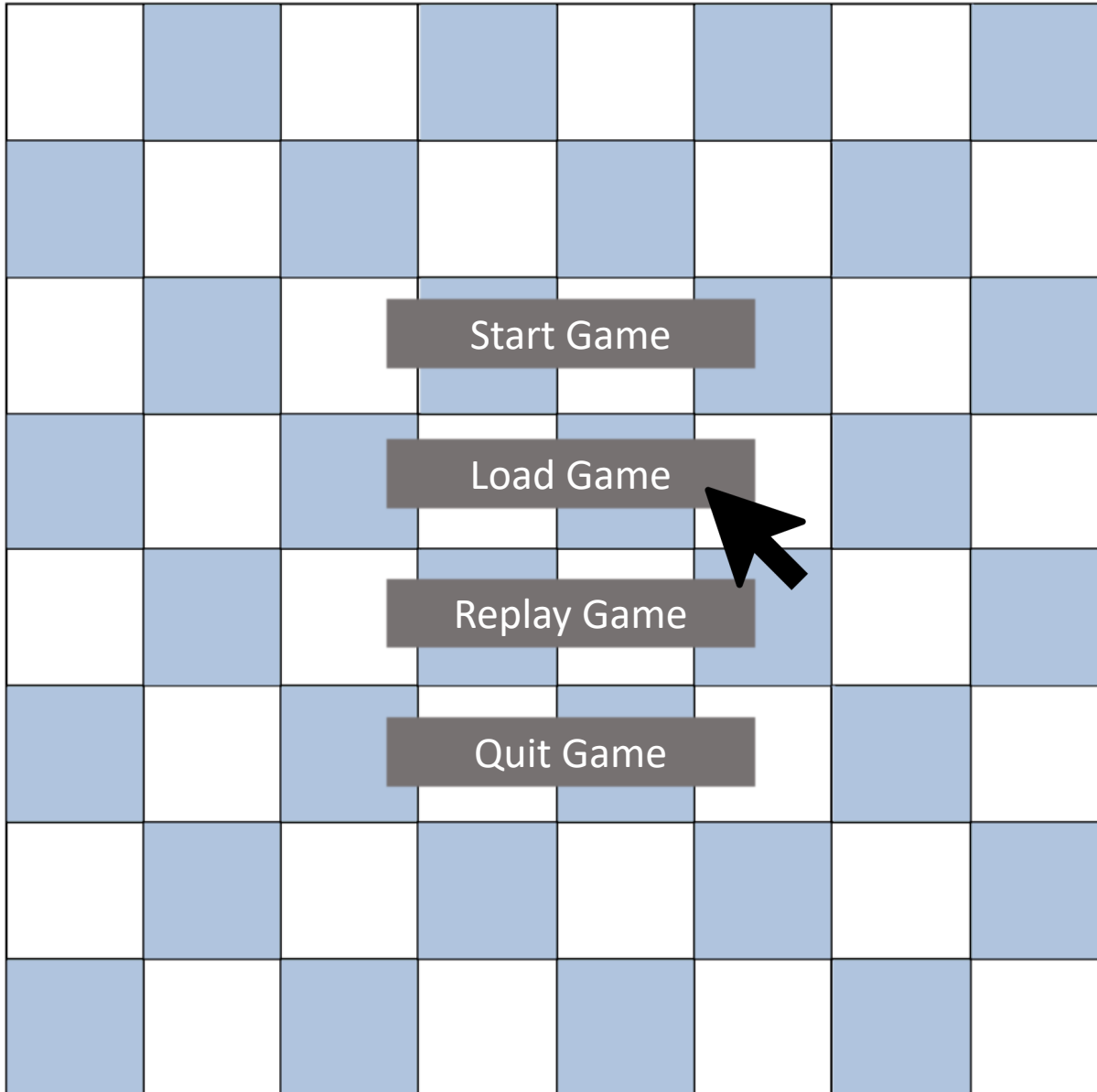
Back

UC01 - Start game

Brings up menu for the user to enter player names and Player 1 can select their preferred color with a check box.

UC04 - Back button

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



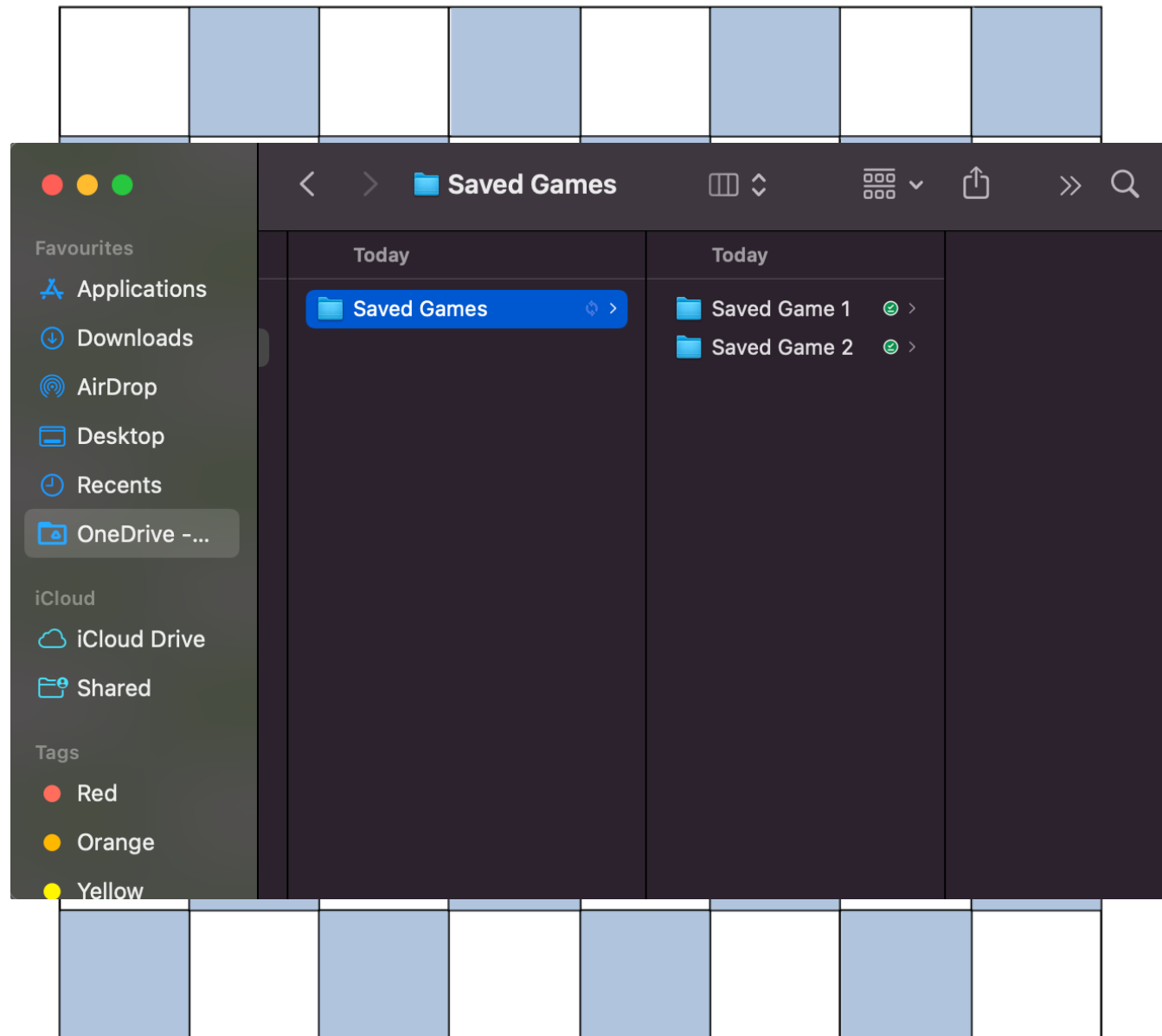
UC02 - Load game

Task: Loading a chess game save.

Action:

- Upon selecting "Load game," a file explorer is launched.
- The user can search for previously saved games that was left unfinished.
- After selecting a save game, the game board is set to the state it was saved in.
- The user can continue playing the game from the saved state.

Result: The "Load game" feature allows the user to retrieve and resume previously saved games. By launching a file explorer, the user can select the desired saved game and load it into the game application. This restores the game board to the saved state, allowing the user to continue playing from where they left off.



UC02 - Load game

Task: Player needs to load an old game

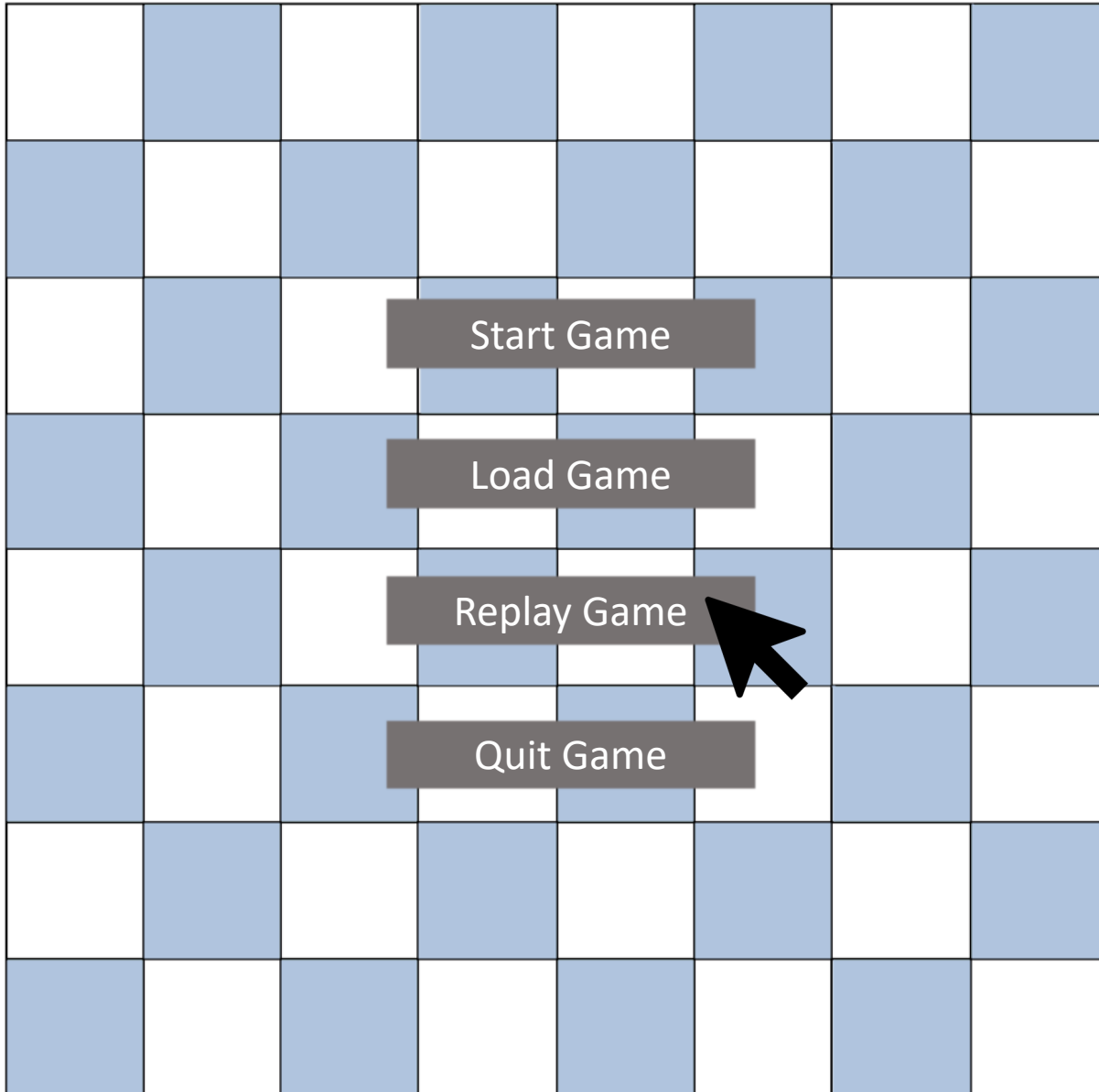
Action:

- Player will select load game from the menu
- Player will search for their saved game
- Player will be taken to the game screen with all the pieces loaded into their correct spaces

Result:

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.



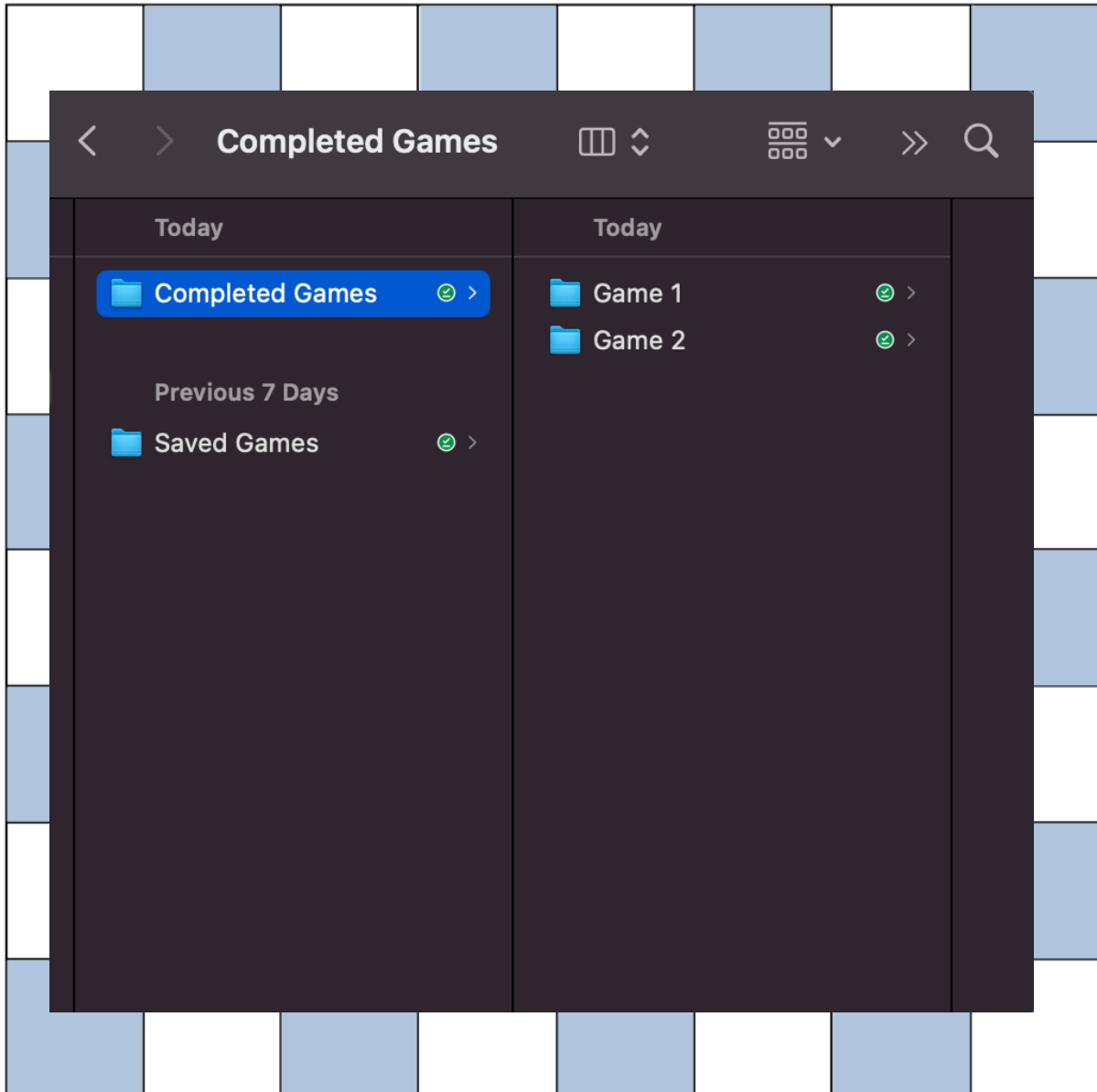
UC03 - Replay game

Task: Loading a replay and navigating a previous game

Action:

- The player will click the replay button, which will lead to the file explorer being launched.
- The player will then select a replay which will display

Result: The player will then be able to navigate, step by step through a previous game to see exactly how it was played.



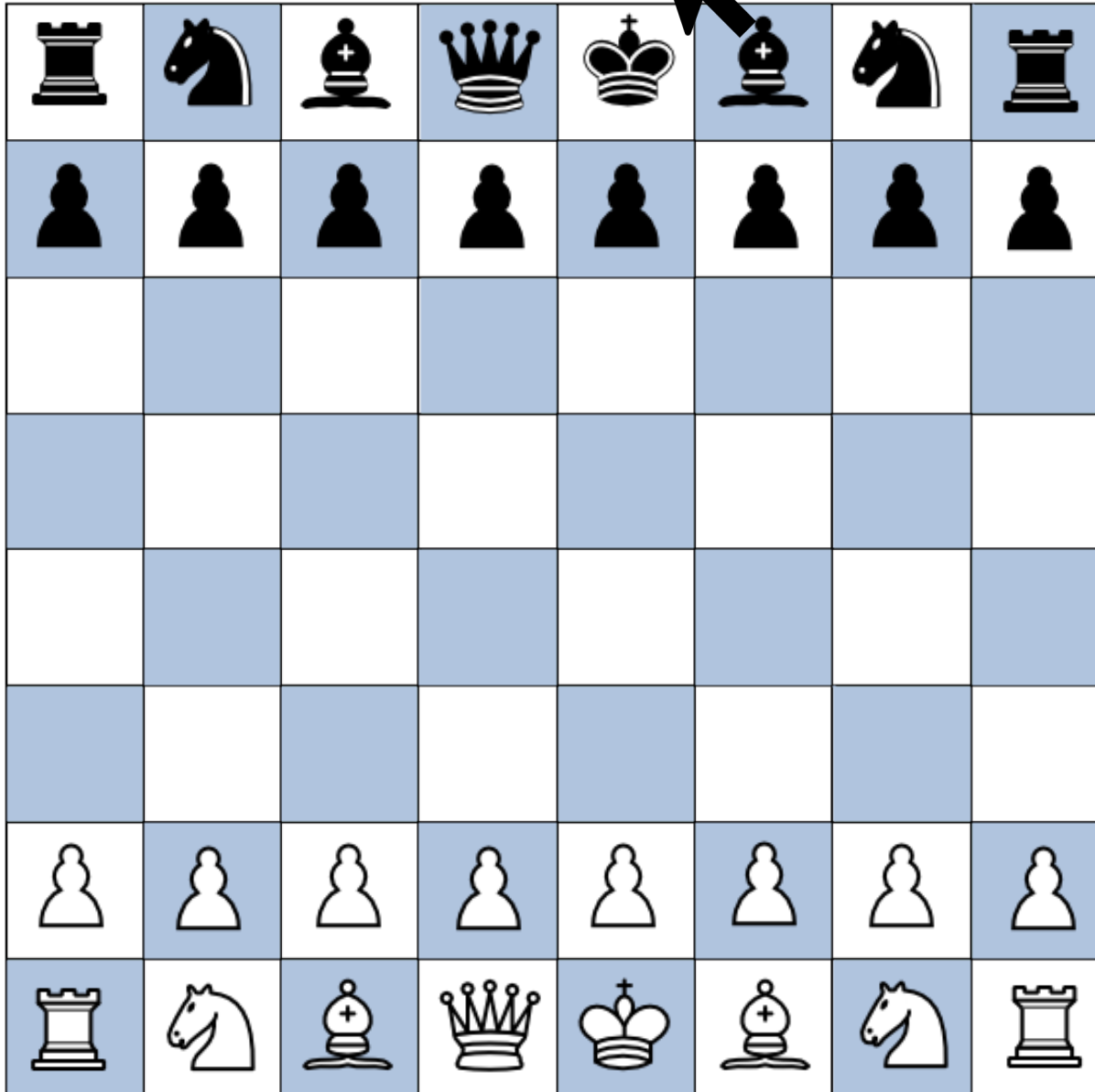
UC03 - Replay game

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.



Mohammed's Turn



Quit

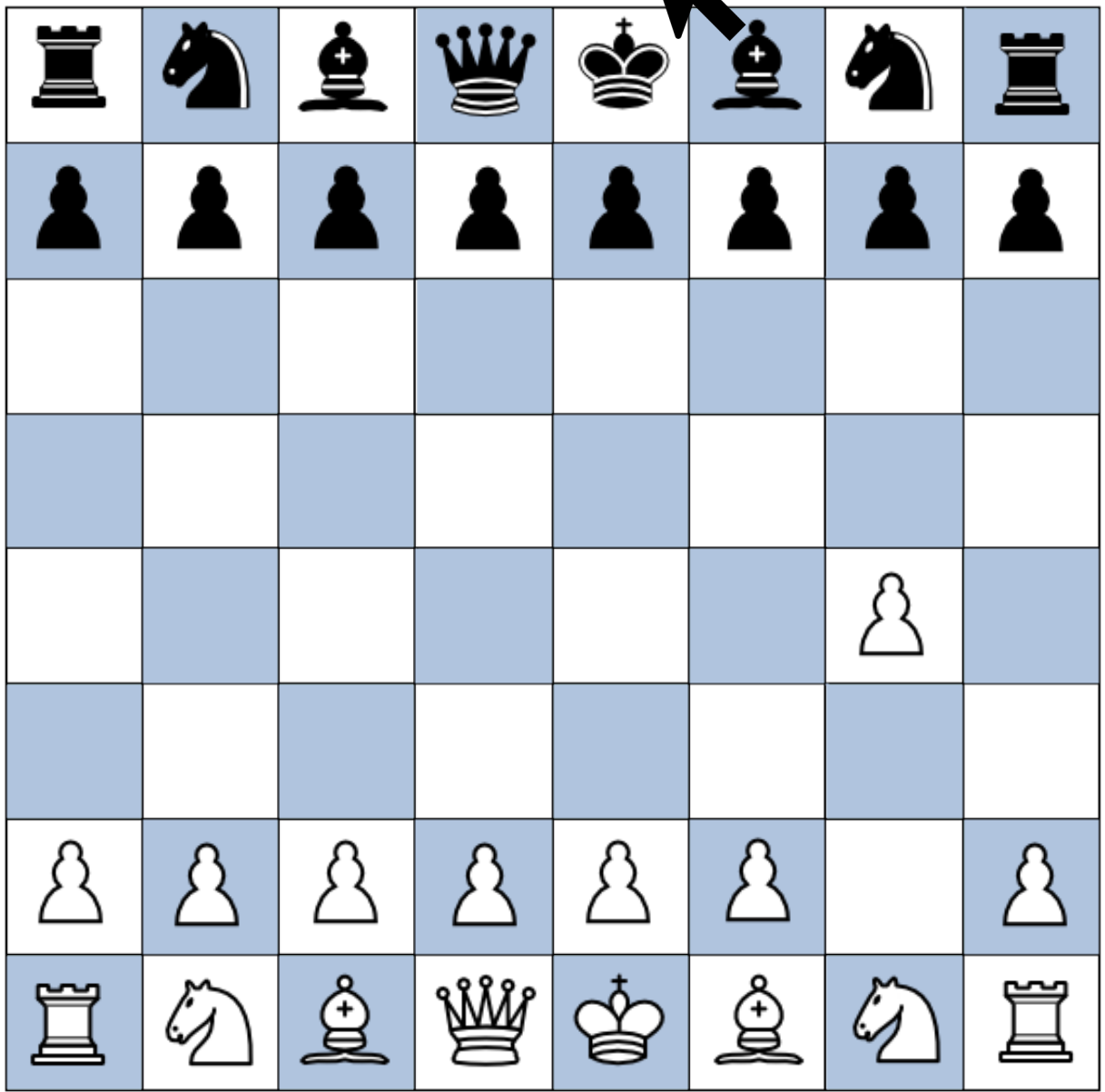
UC03 - Replay game

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.



Mary's Turn

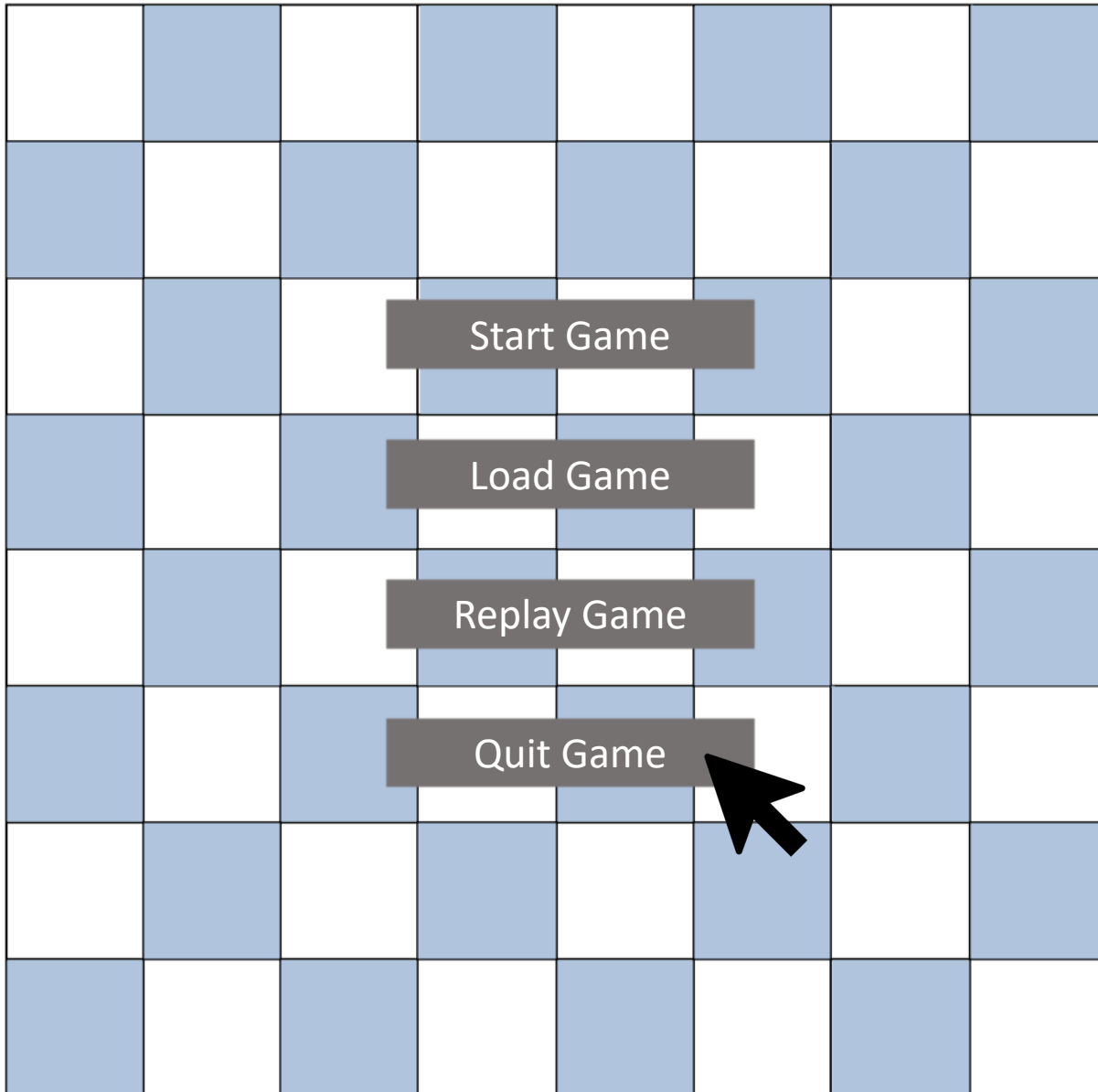


Quit

UC03 - Replay game

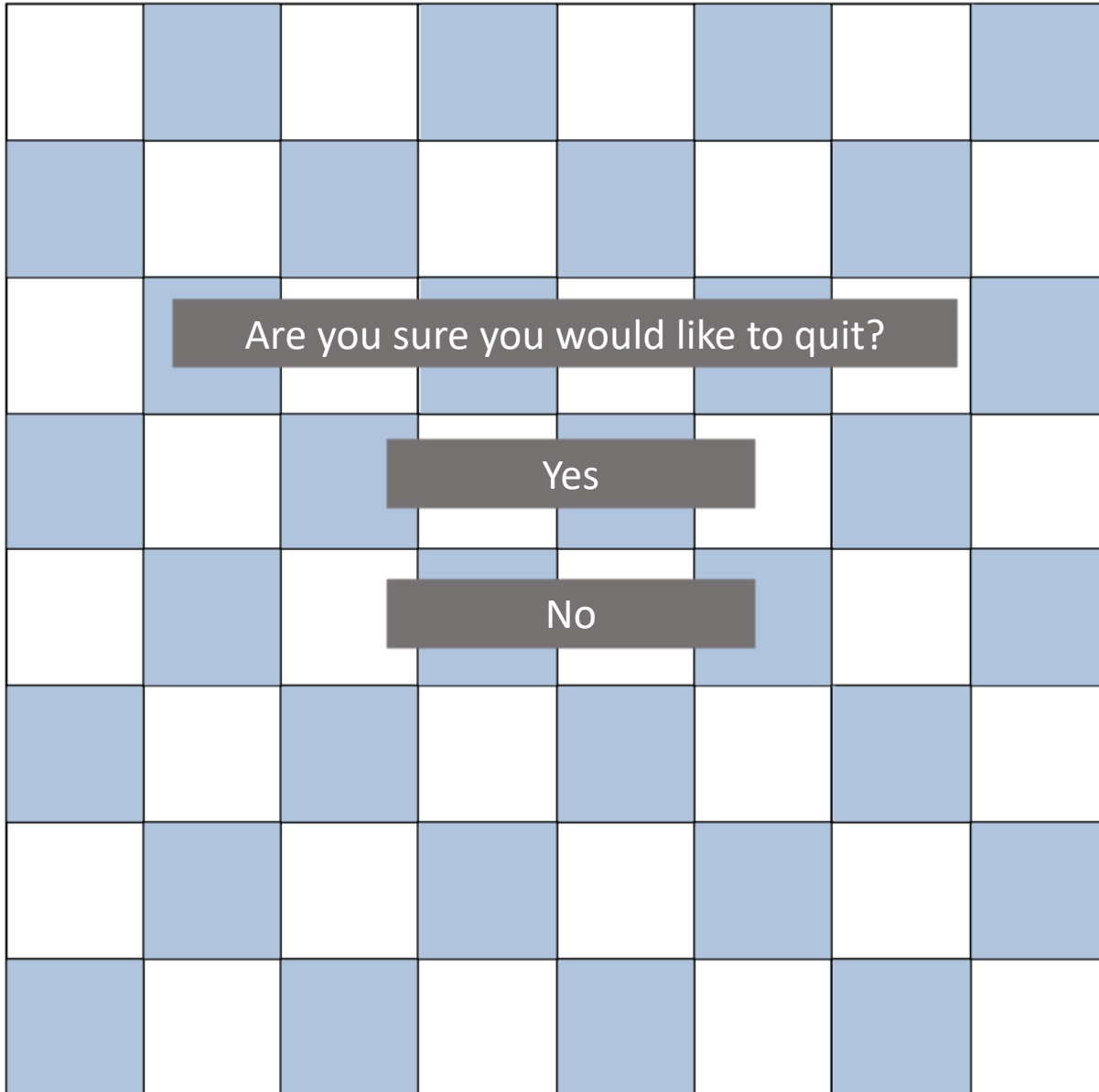
After each click of either the forward or back arrow the moves are shown, and the user can play all the way through the saved game. Any captured pieces are also shown in the trays at either side of the board.

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



UC05 - Quit

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.



UC05 - Quit

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.

Mohammed's Turn

Draw

Resign

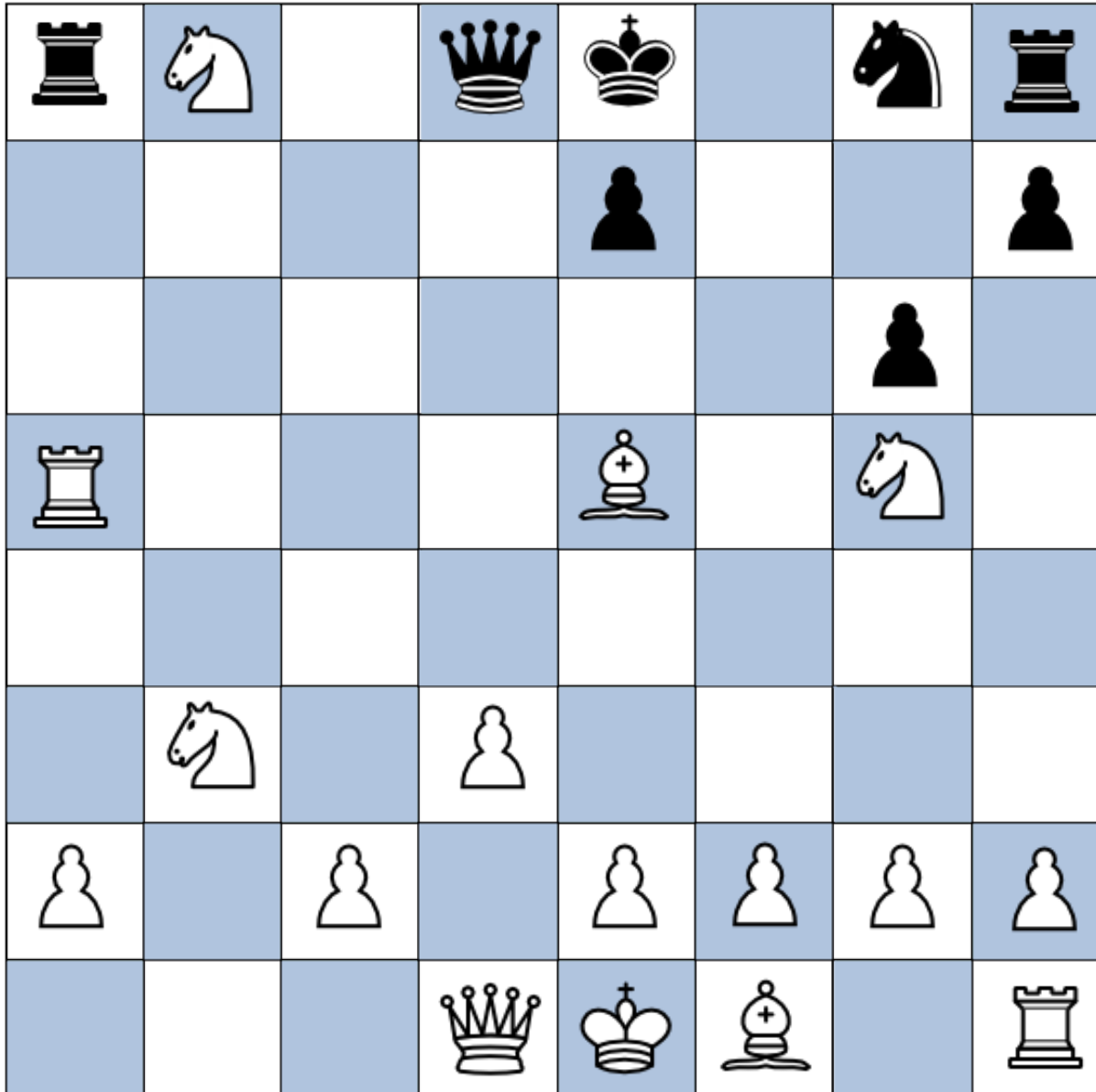
Save

Quit

UC05 - Quit

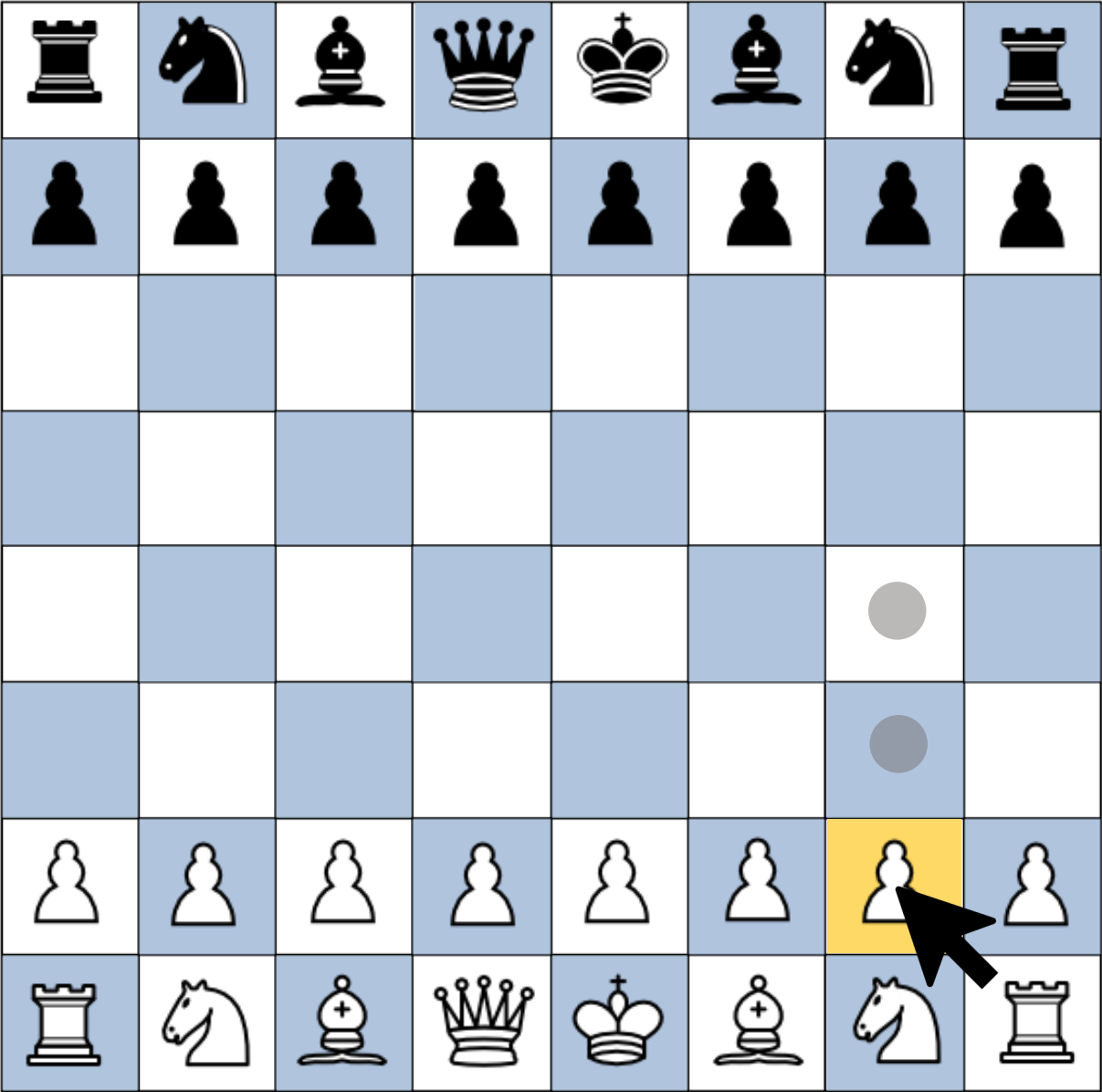
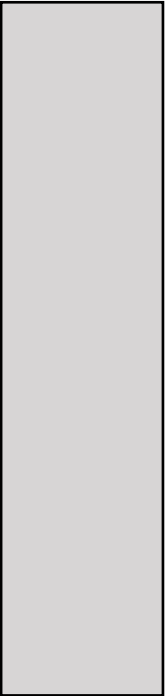
At any point, either user can select to quit the game and go back to the main menu.

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



Draw

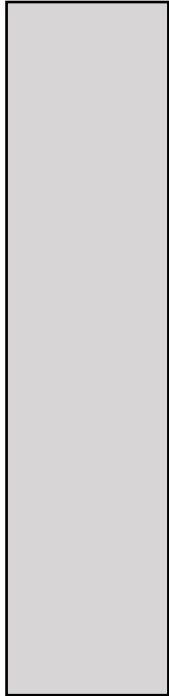
Resign



Mohammed's Turn

Save

Quit



UC06 - Select piece
UC09 - See all potential moves
for selected piece

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.

The user's turn is depicted in the top right of the board.

Mary's Turn

Draw

Resign

Save

Quit

UC06 - Select piece

UC07 - Move piece

**UC09 - See all potential moves
for selected piece**

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

This is indicated by the user's turn changing in the top right.

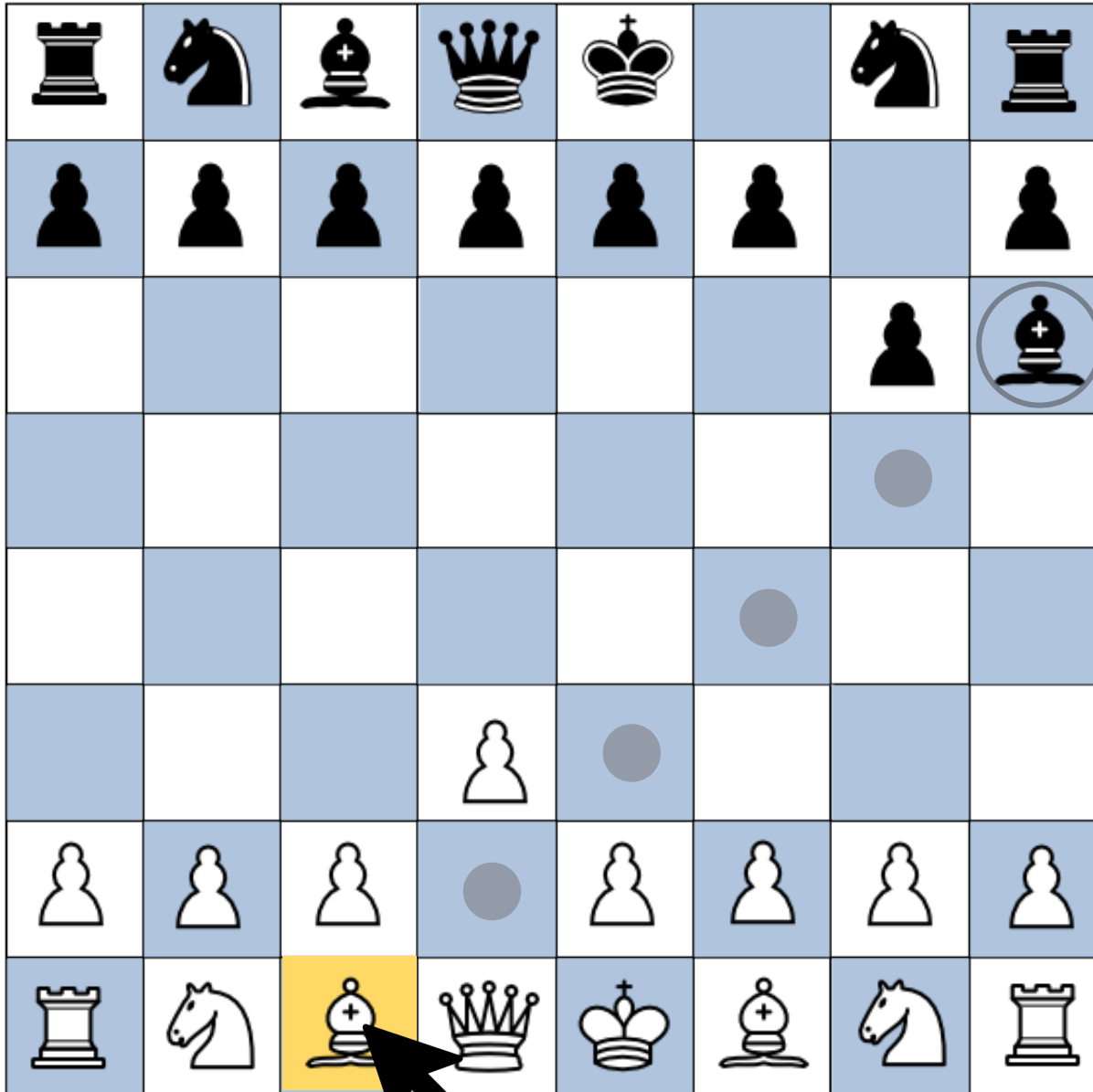
Mohammed's Turn

Draw

Resign

Save

Quit



UC08 - Capture piece

As in UC10, after the user has left clicked on a piece to select it, the potential moves for that piece.

If an opponent's piece can be captured, the piece is highlighted with a circle.

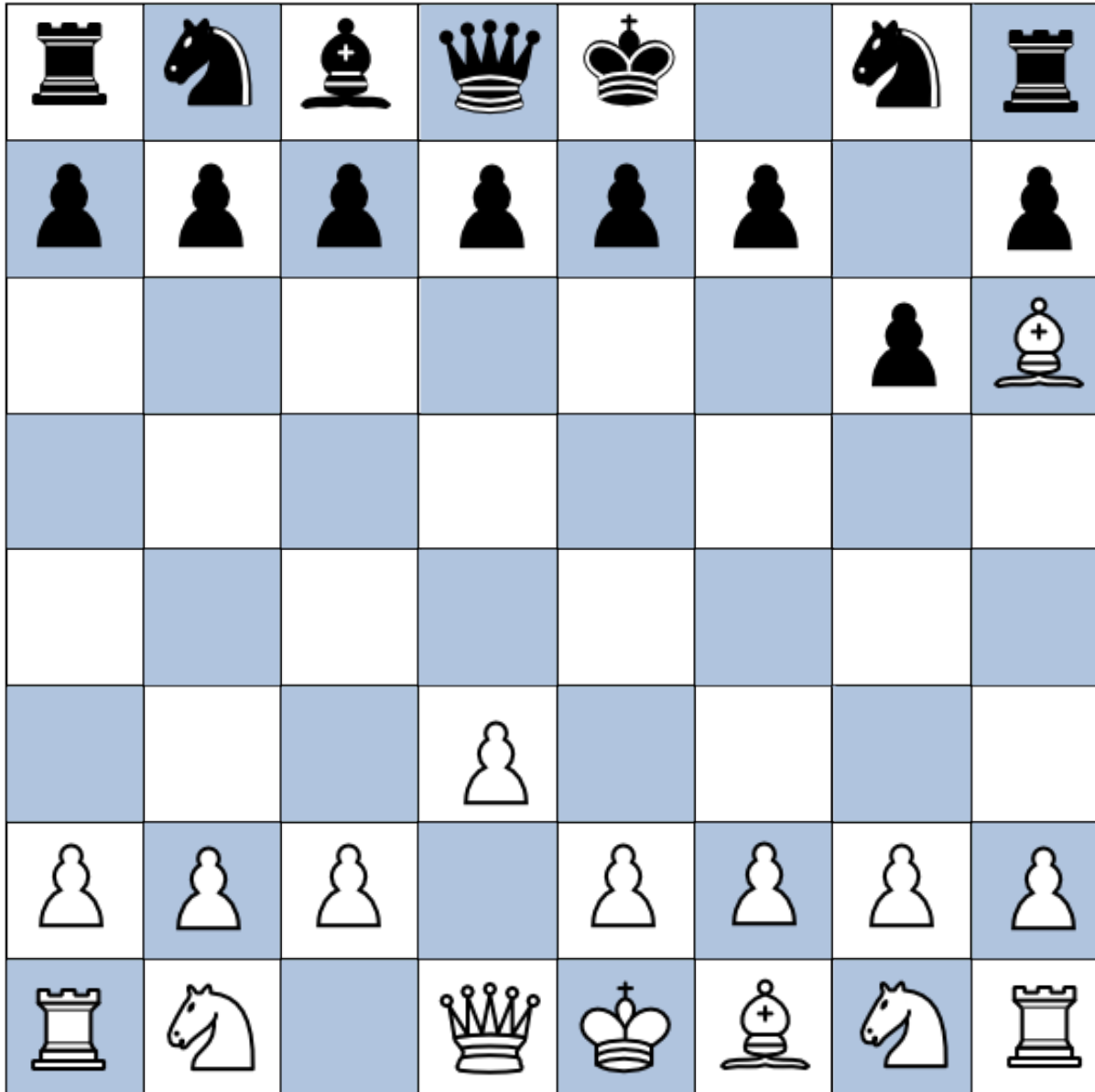
Mary's Turn

Draw

Save

Resign

Quit



UC08 - Capture piece

UC11 - See all removed pieces

If the user wants to capture the opponent's piece, they left click on the piece, and it is removed from the board.

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



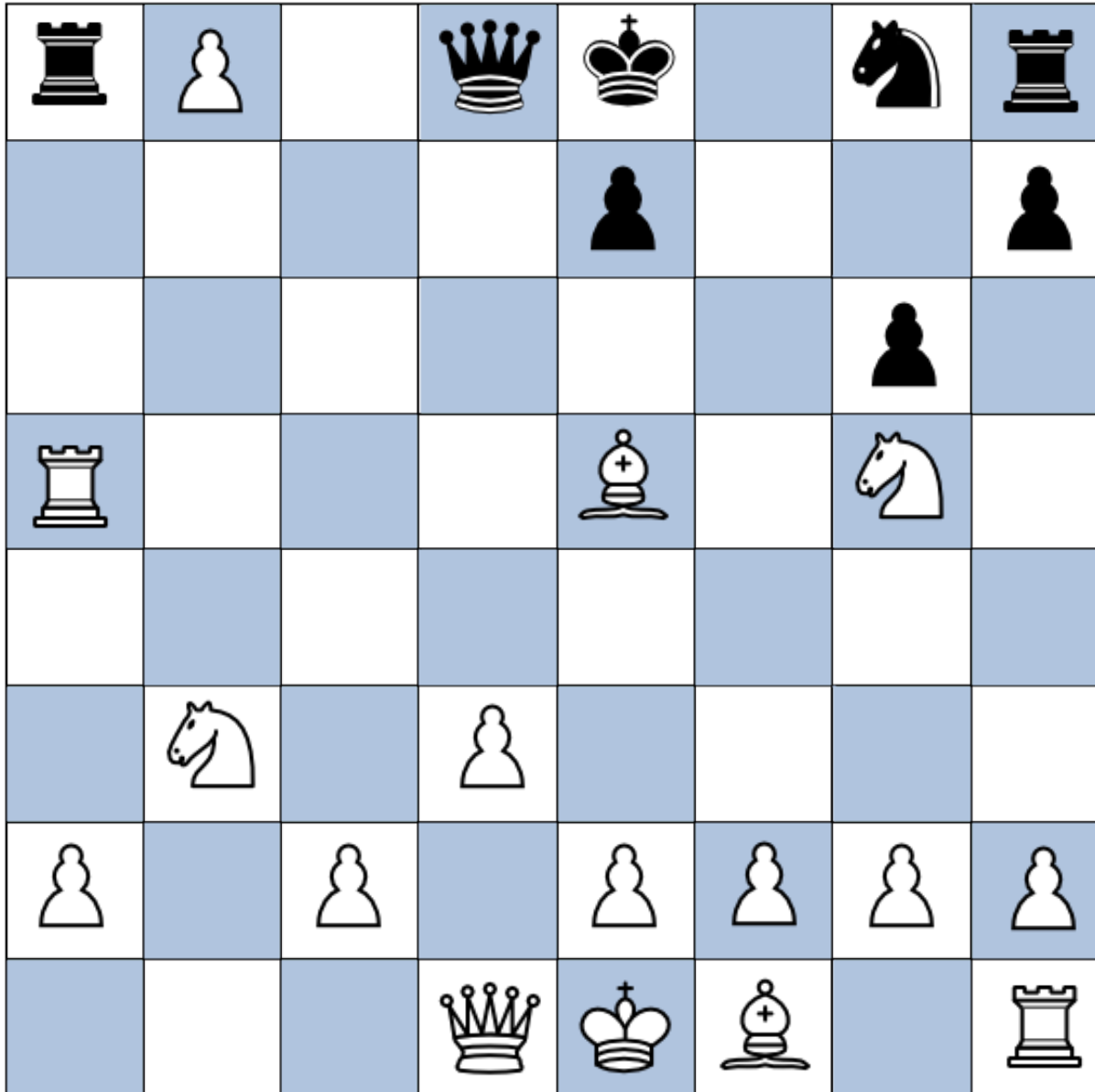
Mohammed's Turn

Draw

Save

Resign

Quit



UC10 - Promoting a pawn

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

The user must promote to one of these pieces.



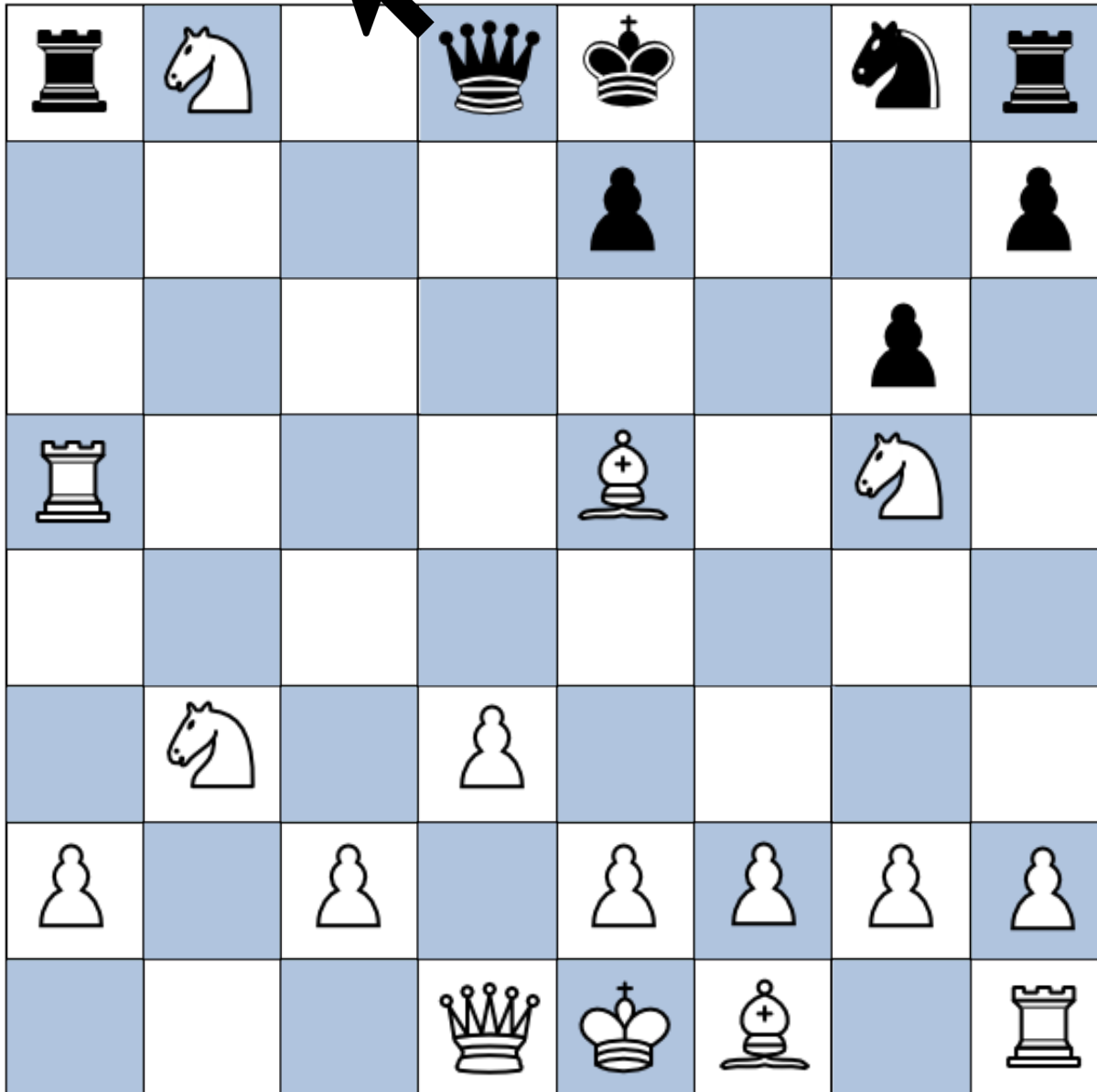
Mohammed's Turn

Draw

Save

Resign

Quit



UC10 - Promoting a pawn

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 captured piece tray of the opponent players.

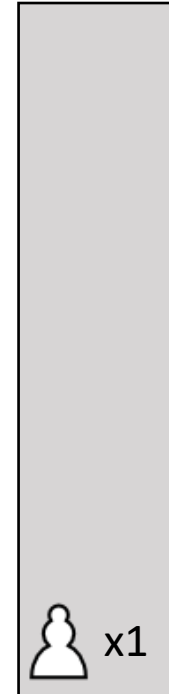
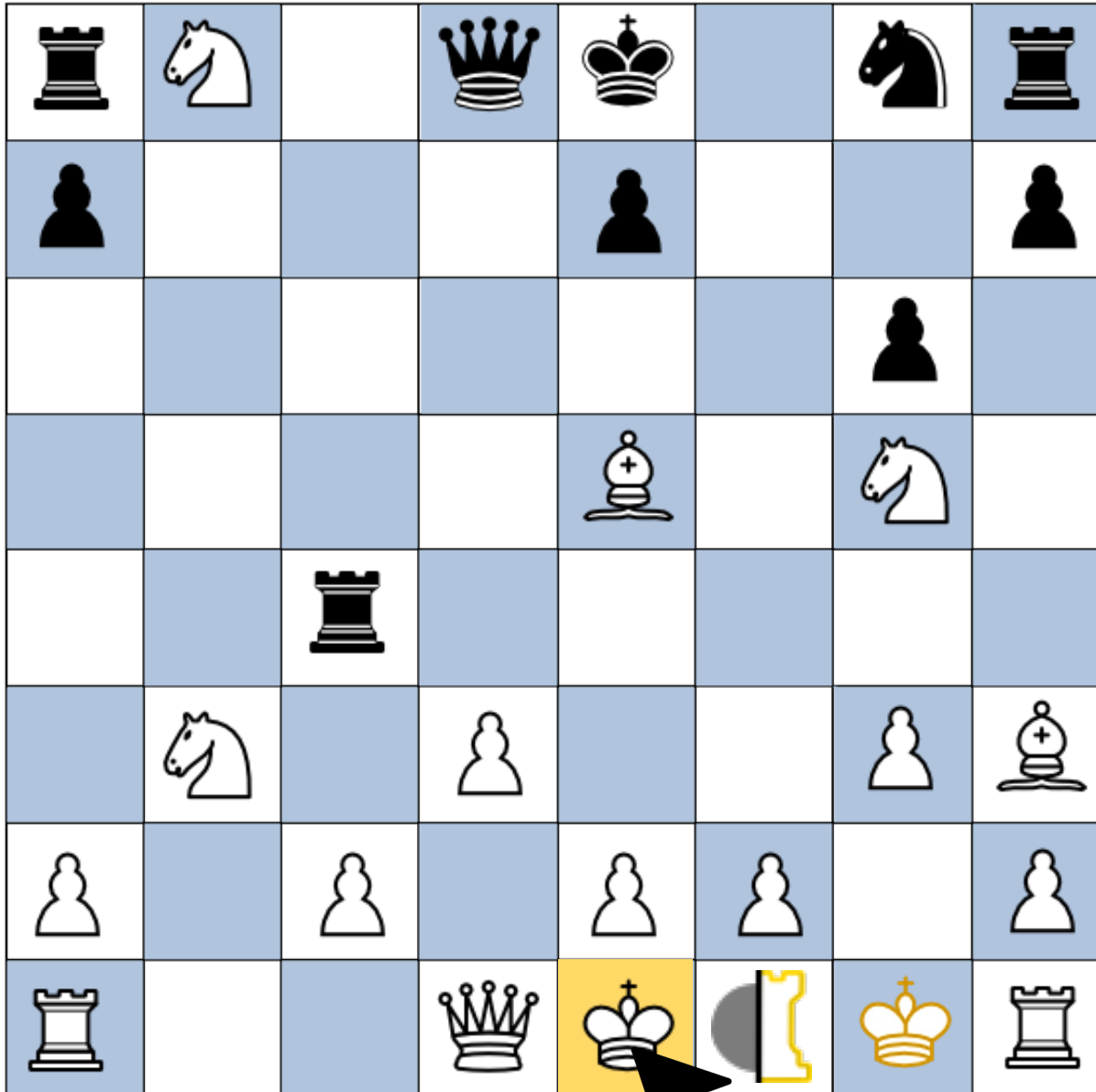
Mohammed's Turn

Draw

Resign

Save

Quit



UC12 - Prompt Castling move

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

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

Mary's Turn

Draw

Resign

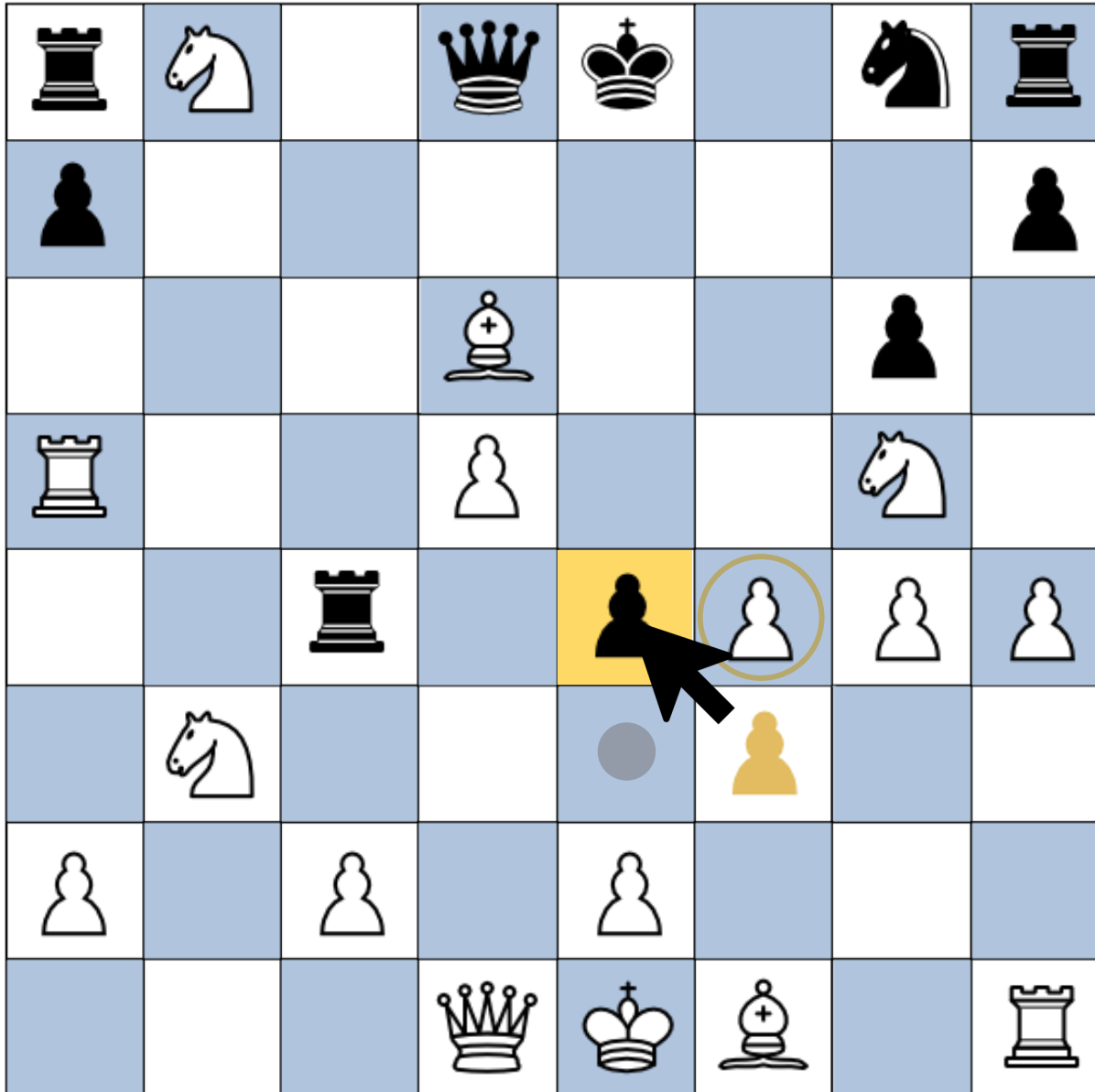
Save

Quit

 x1

 x1

 x4



 x1

UC13 - Prompt En Passant


If the user selects a pawn and En Passant is available, this is shown with a circle around the piece being captured. 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.

Mary's Turn

Draw

Resign

 x1

Save

Quit

UC14 - Check

Task: Put king in check

Action:

- When a king is placed into check by the opposing user, the cell underneath the king will turn orange.
- If the user selects the king to move, the dots shown will only show valid moves to get the user out of check.
- If other pieces can be moved to get the king out of check, then when a piece is selected the moves are shown.
- If a user selects a piece that cannot protect the king, its potential moves will not be shown.

Result:

The player should only be able to move the king out of check.

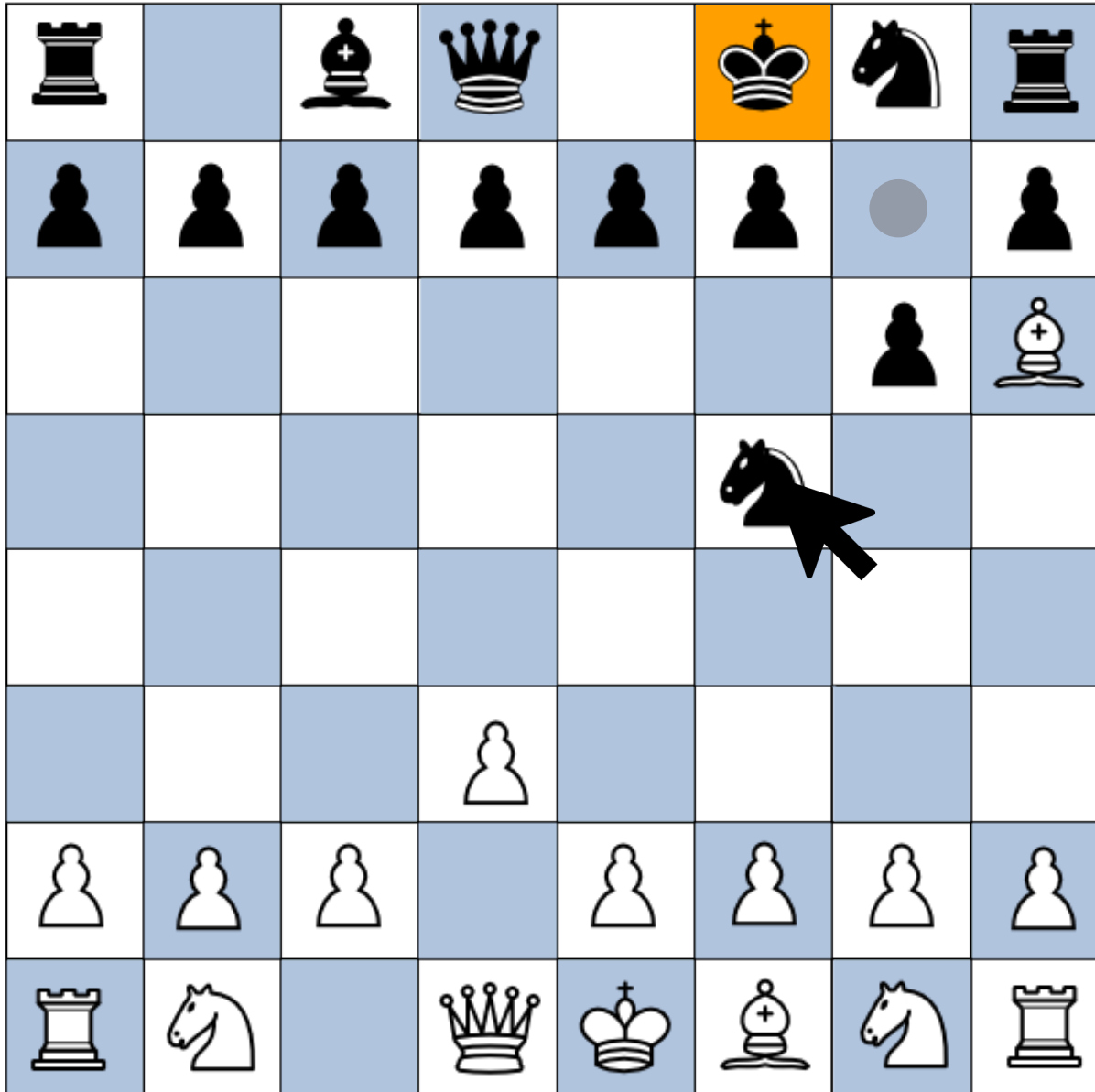
Mary's Turn

Draw

Save

Resign

Quit



UC14 - Check

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.

Mohammed's Turn

Draw

Resign

Save

Quit

Checkmate! Mohammed wins

Save Replay

Quit Game



UC15 - Checkmate

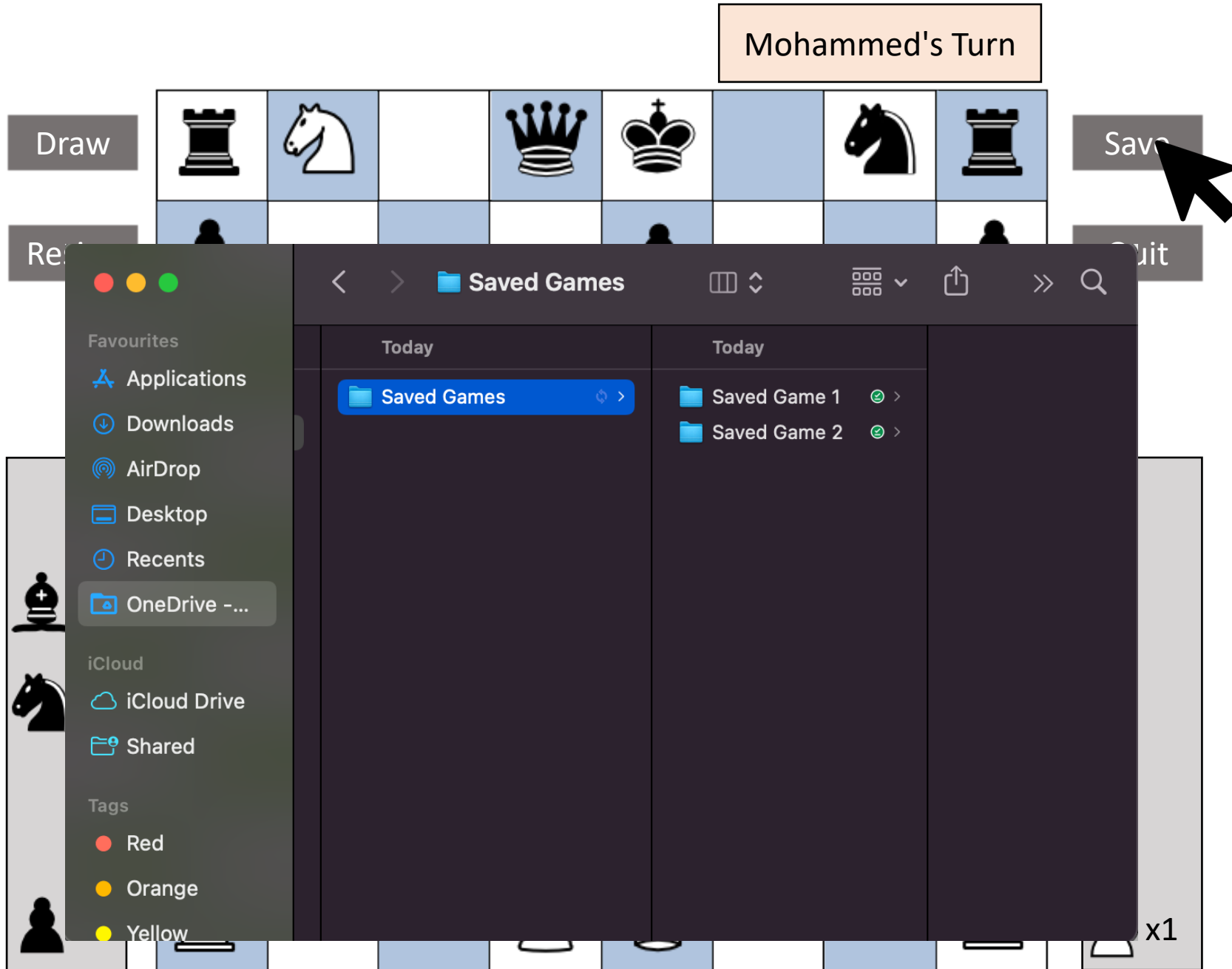
UC19 - End game

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

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

Save replay 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.



UC16 - Save game

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.

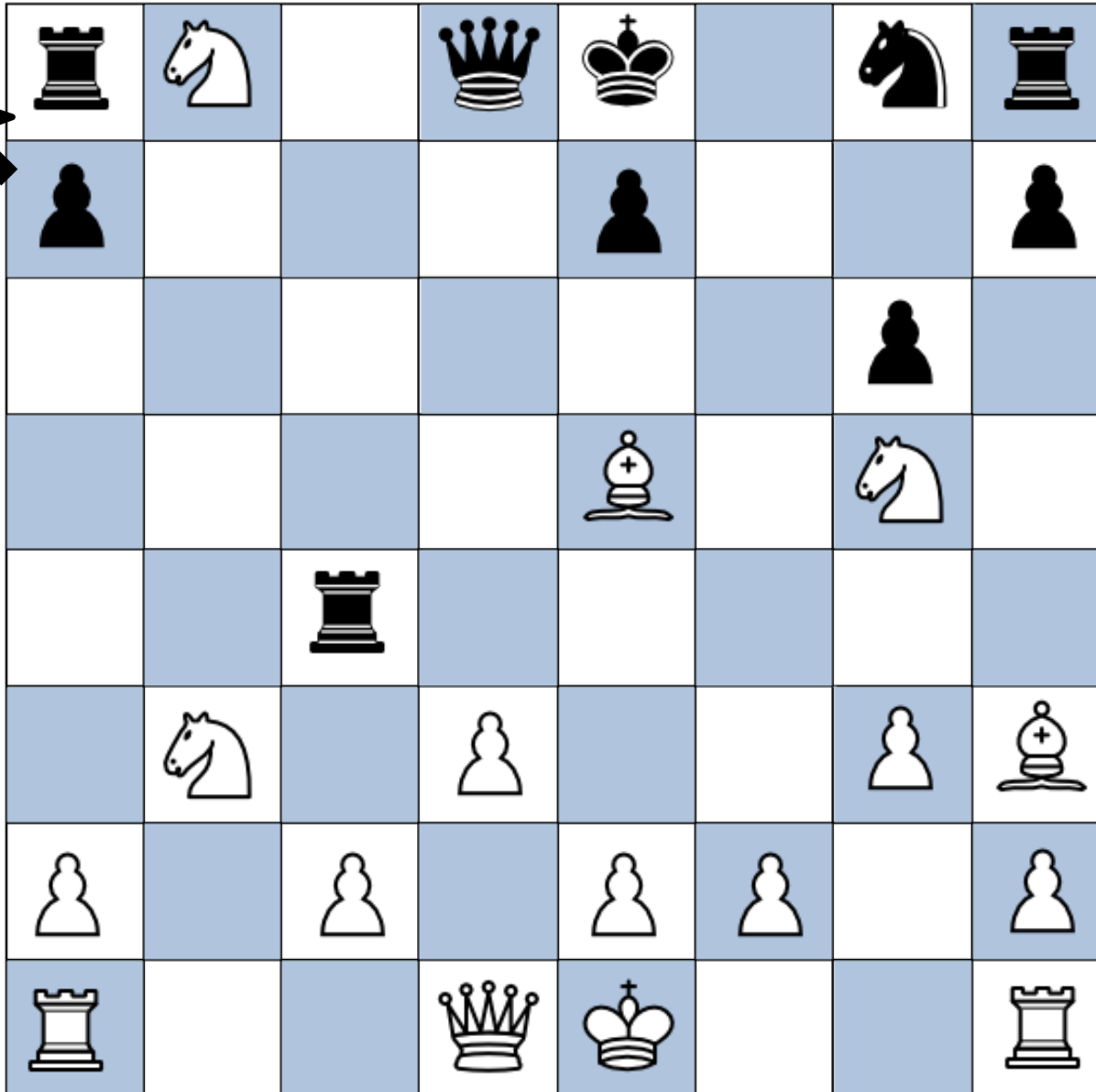
Mary's Turn

Draw

Save

Resign

Quit



UC17 - Offer draw

UC19 - End game

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.

Draw

Resign

 x1

 x1

 x4

Mary's Turn							
							
							
		Mohammed, Mary has offered you a draw					
		Accept					
			Decline				
							
							
							

Save

Quit

 x1

UC17 – Offered Draw

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.

Draw

Resign

 x1

 x1


 x4



Mary's Turn

Save

Quit

 x1

UC18 - Resign button
UC19 - End game

Task: Resigning and ending the game.

Action: A player has clicked resign.

Result: Player has chance to be sure of resignation in case of miss click.

Draw

Resign

 x1


 x1

 x4

							
							
		<div>Mohammed wins! Mary has resigned</div>					
							
							
							
							
							

Save

Quit

 x1

Mary's Turn

UC18 - Resign button
UC19 - End game

Task: Ending the game.

Action: Player has accepted the resignation.

Result: Game is ended, and popup displays who has won and gives the option to save the replay.

Mary's Turn

Draw

Save

Resign

Quit

Please make sure you move a White
Piece

Okay



EC02 - Move piece

Task: Select opposing piece

Action:

The white player will attempt to select the black player's piece

Result:

The game will display a popup explaining to the player that they cannot select their opponent's piece.

Mary's Turn

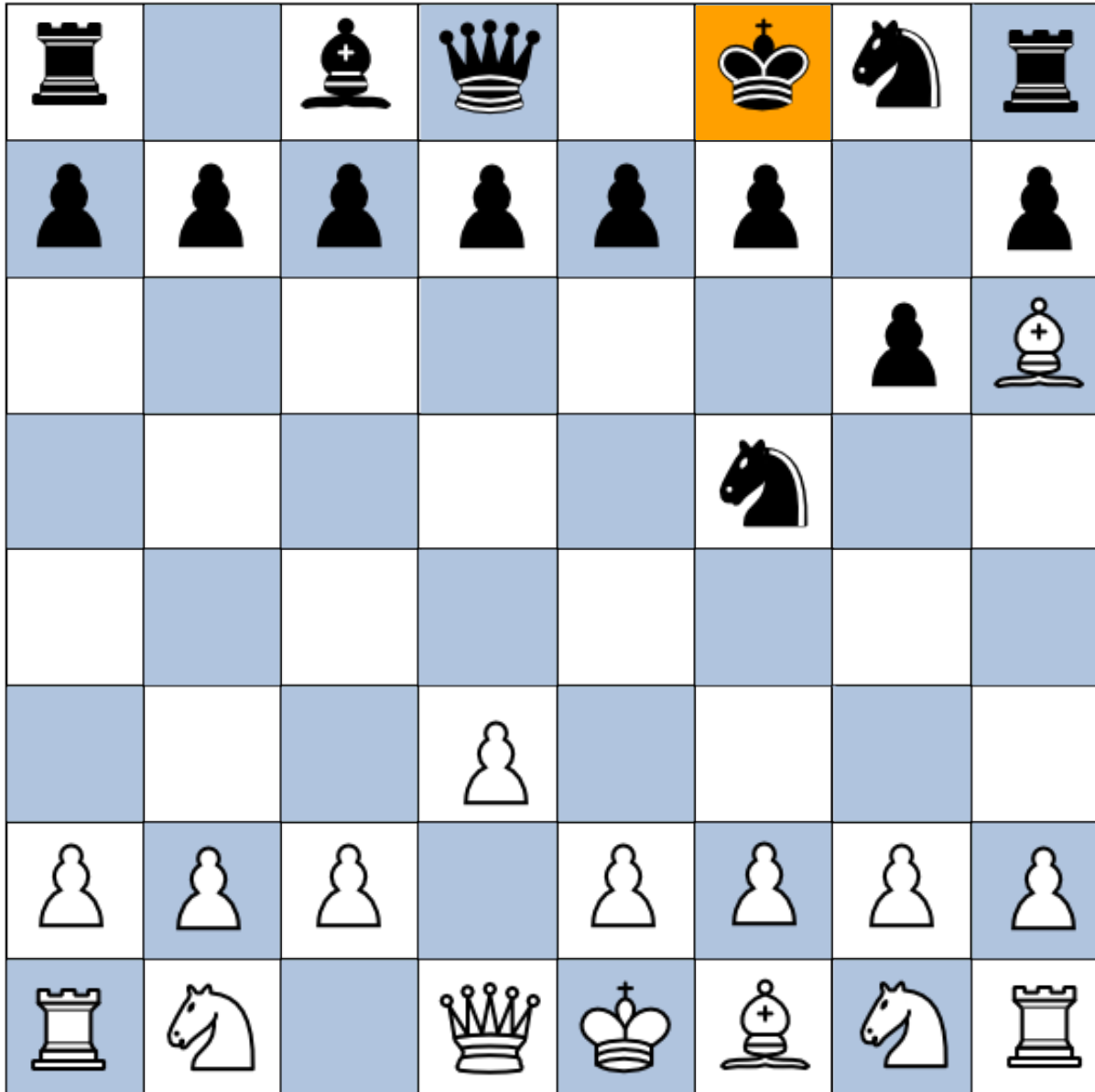
Draw

Resign



Save

Quit



EC09 - Check

Task: Attempt to move a piece that cannot protect the king

Action:

The player will try to select a piece that cannot help the king.

Result:

The game will not display the valid moves for that piece. Only pieces with valid moves, that remove the king from check, will show on the screen.