UI Specification Prototype Presentation

Config Ref: SE.G02.UIPres
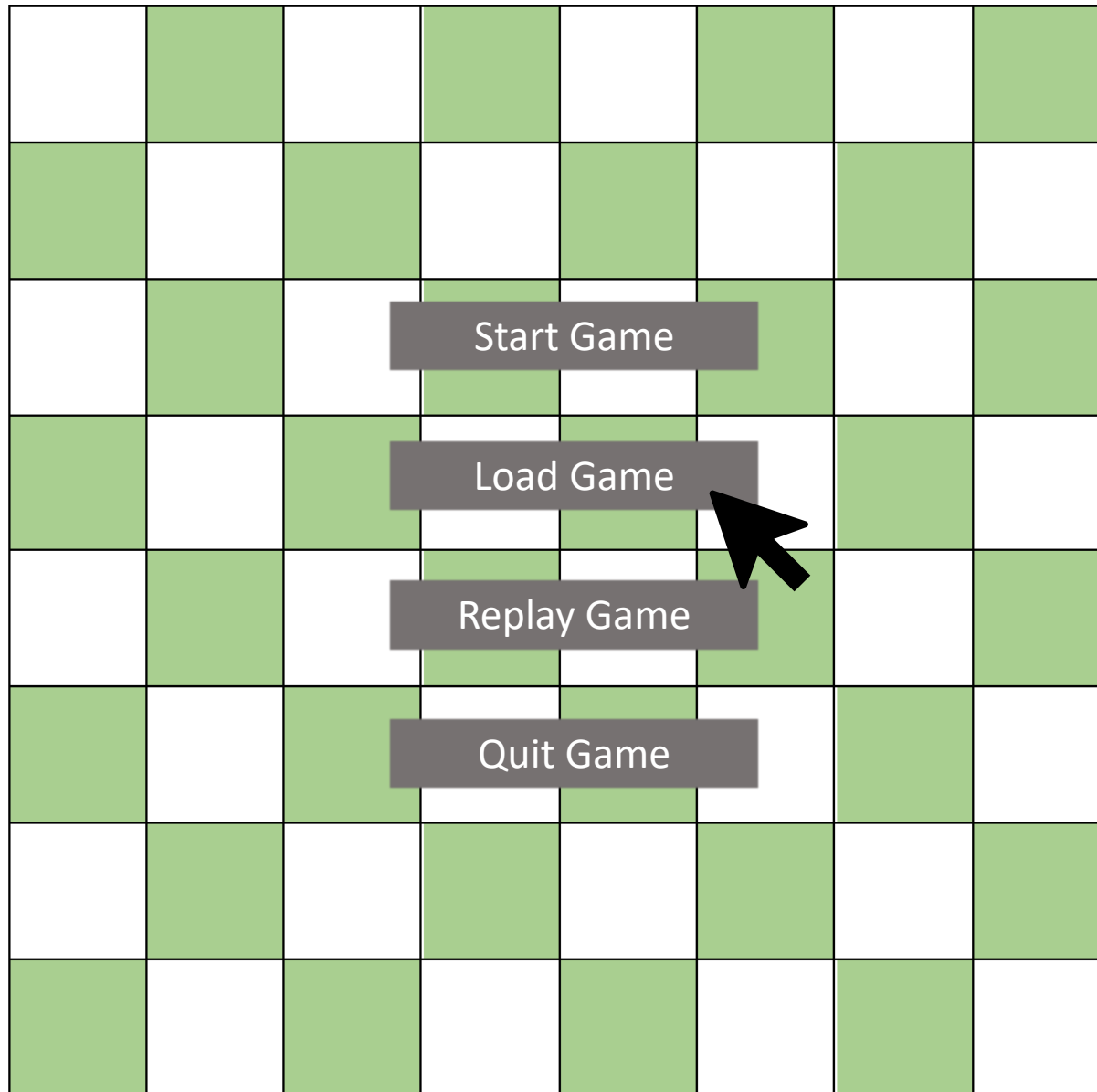
Authors: JAB153, WIA14
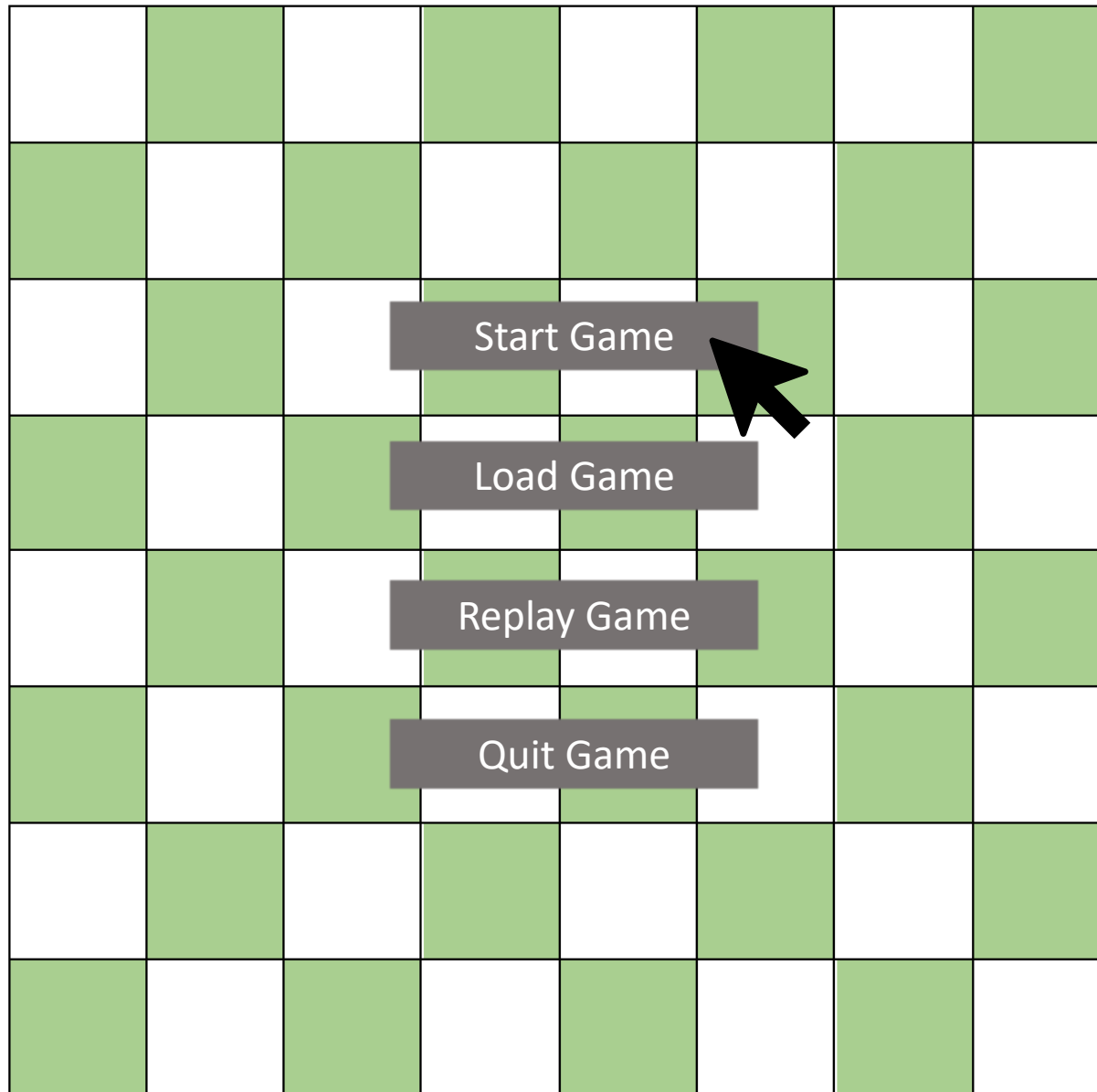
UC01 - Start game

After launching game, user is shown main menu.

Start game, creates a new game and leads to the user being able to choose their colors.

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

Replay game, brings up the file explorer to previously completed and saved games.

Quit game, quits the application.

UC01 - Start game

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.

UC04 - Back button

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

UC02 - Load game

Load game will bring up the file explorer allowing the user to search for previously unfinished games that were saved.
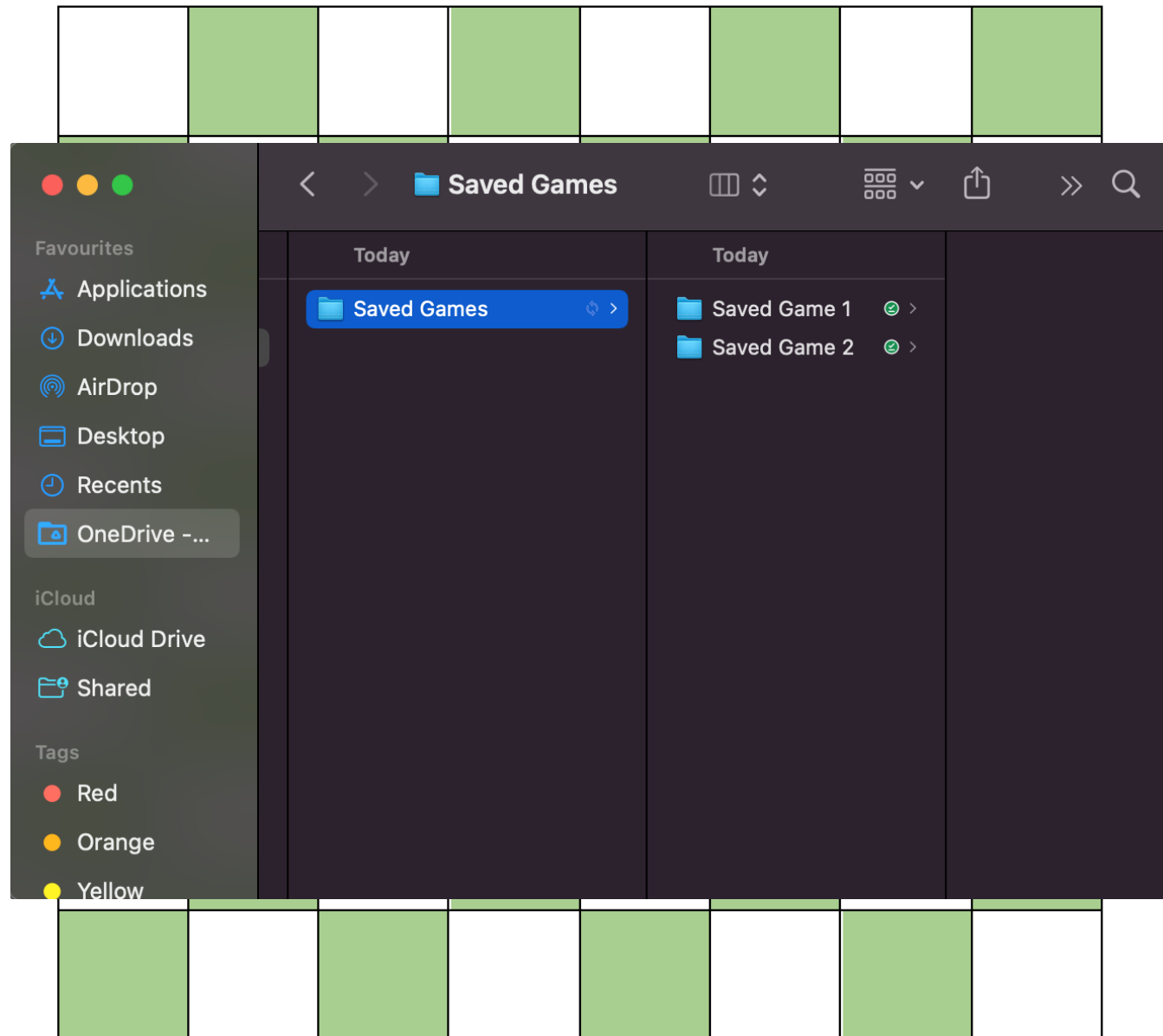
UC02 - Load game

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.
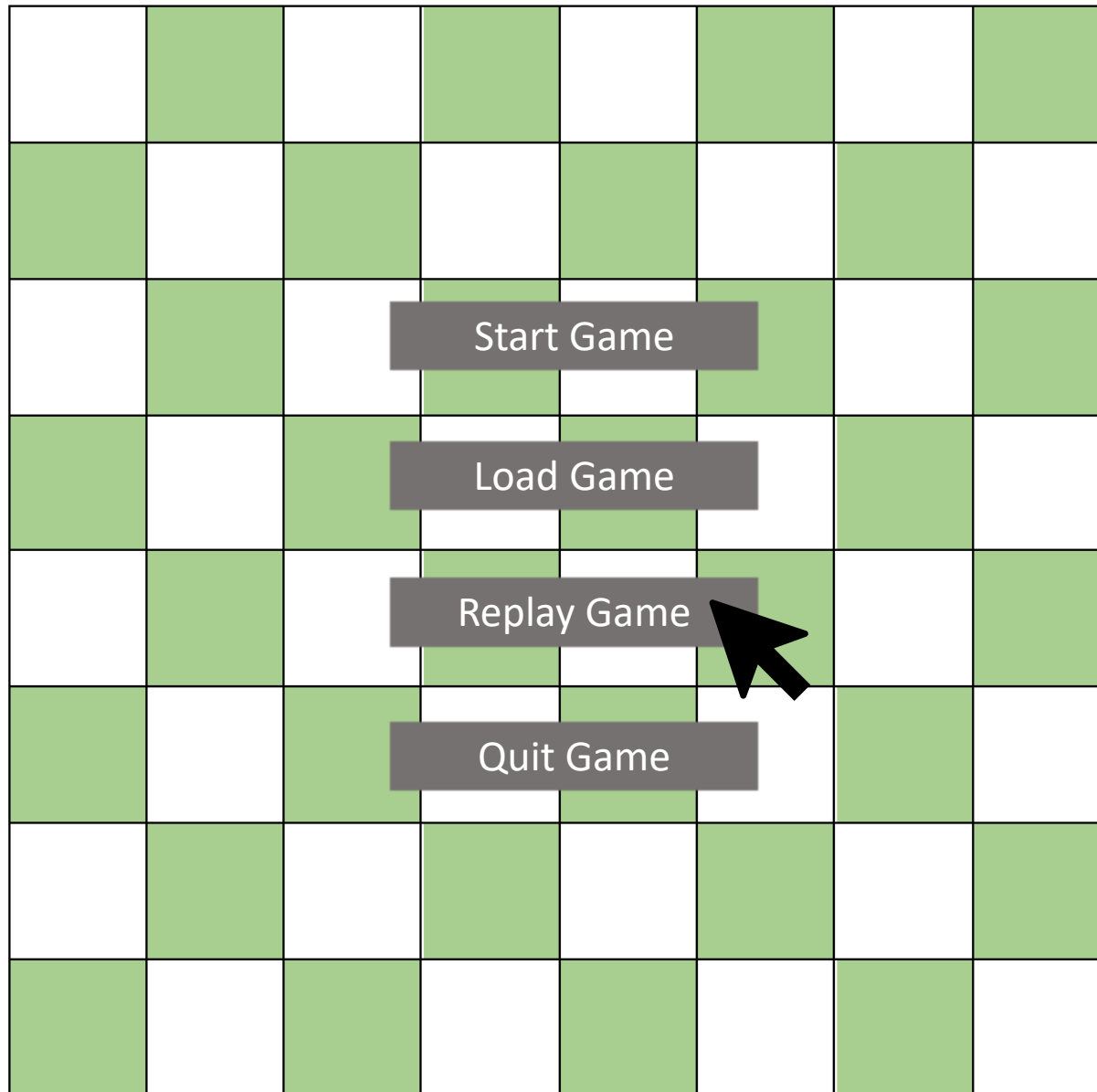
UC03 - Replay game

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.
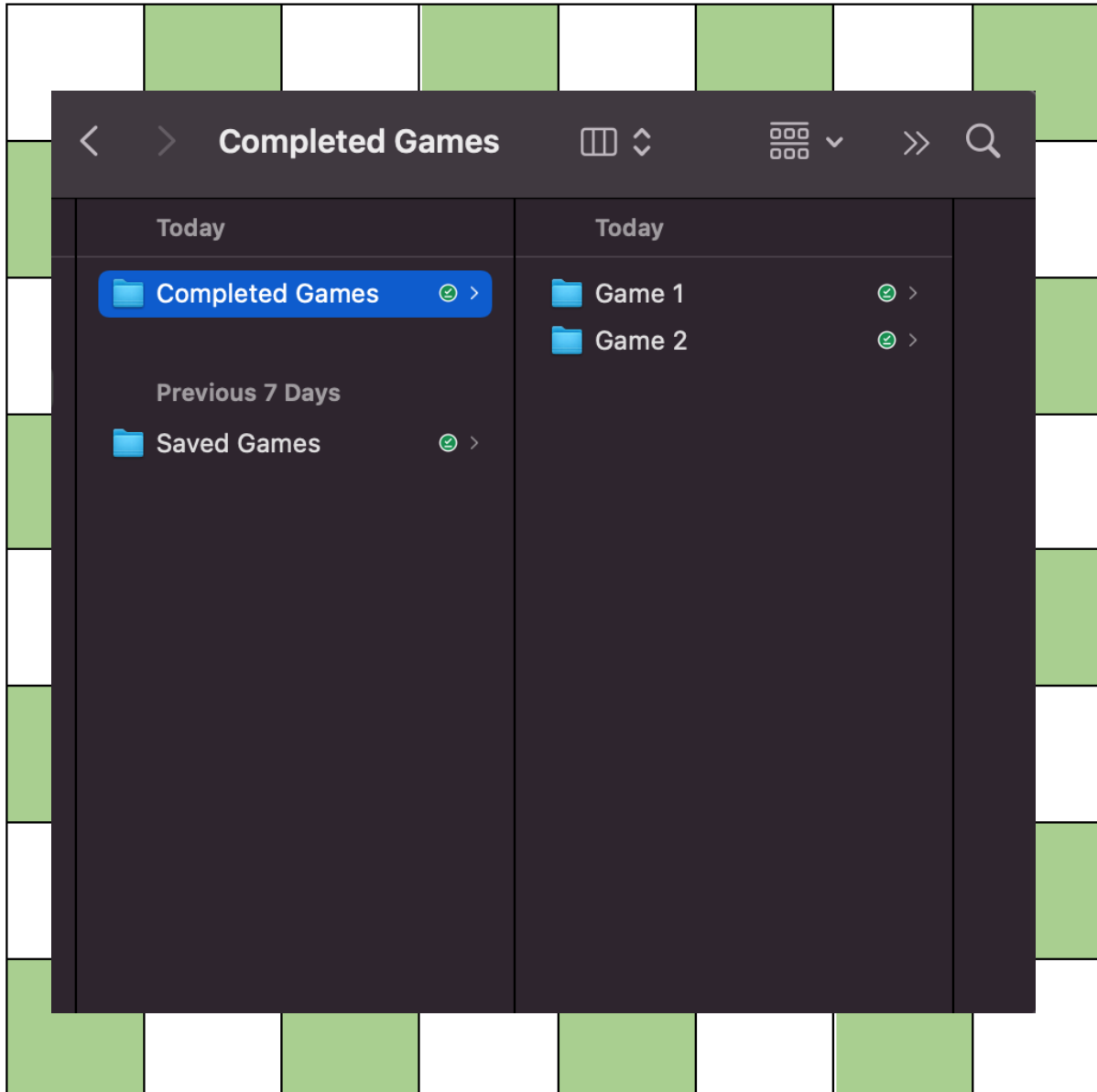
UC03 - Replay game

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.
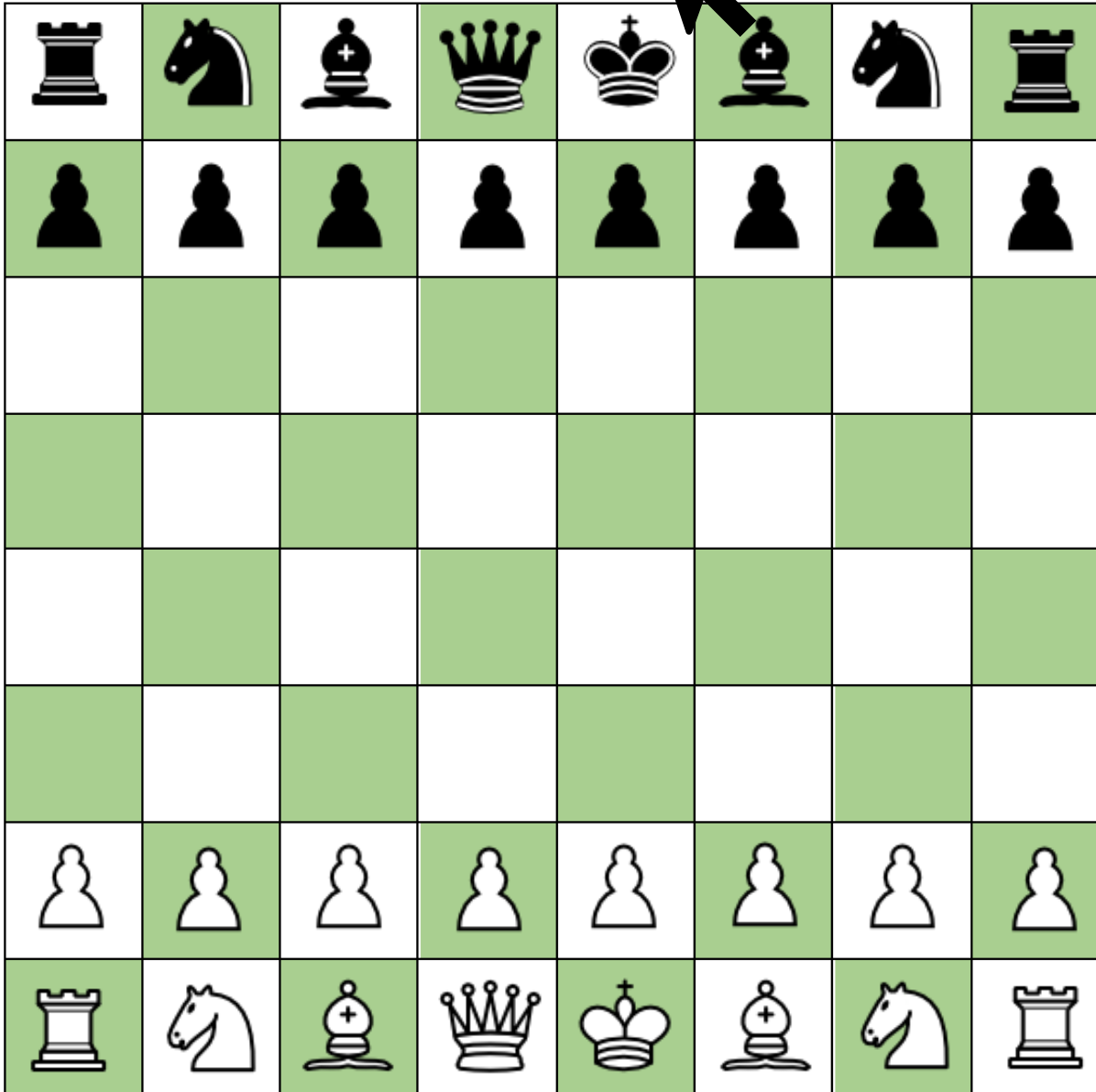
Quit

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.

Quit
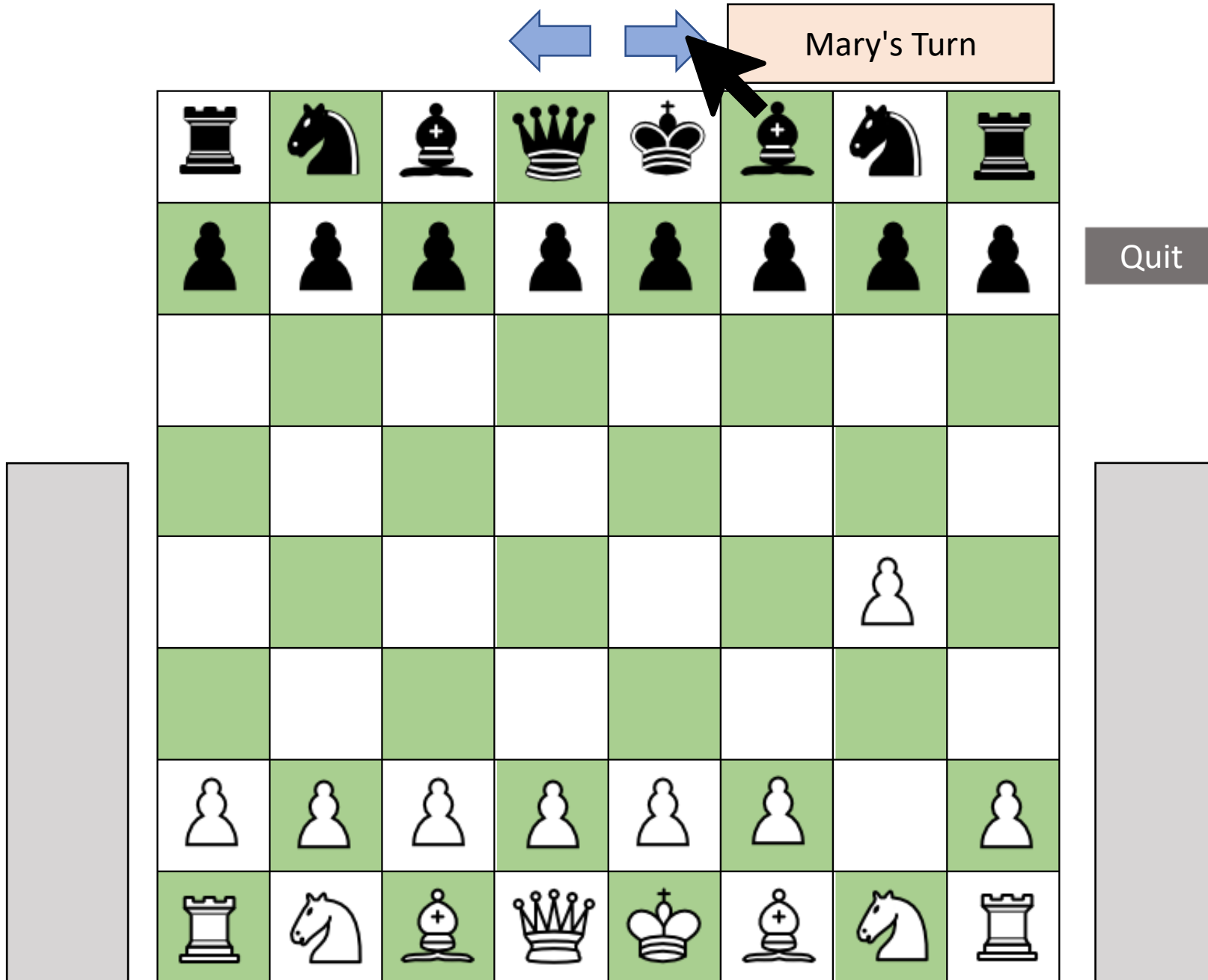
UC03 - Replay game

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.
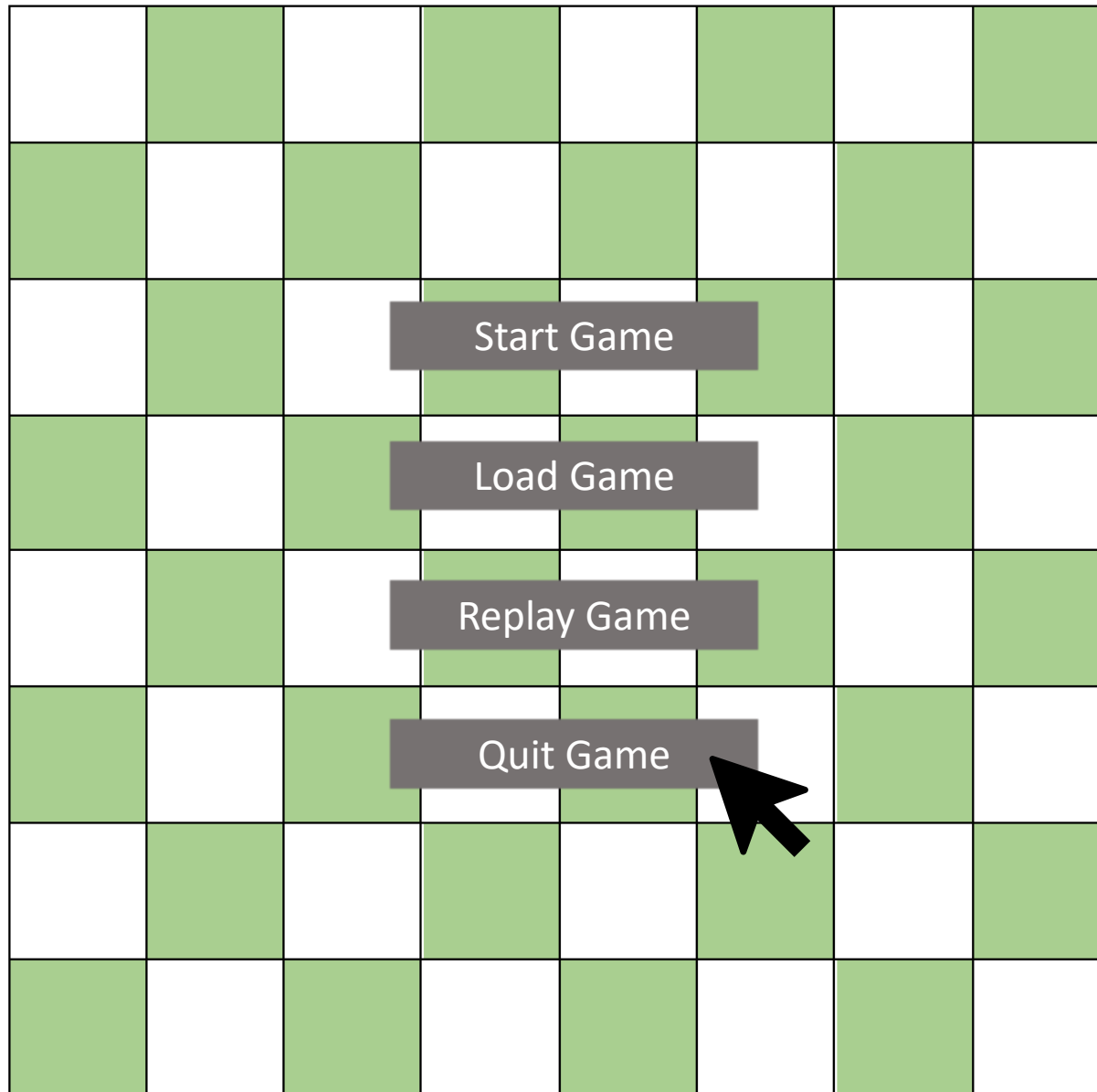
UC05 - Quit

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.
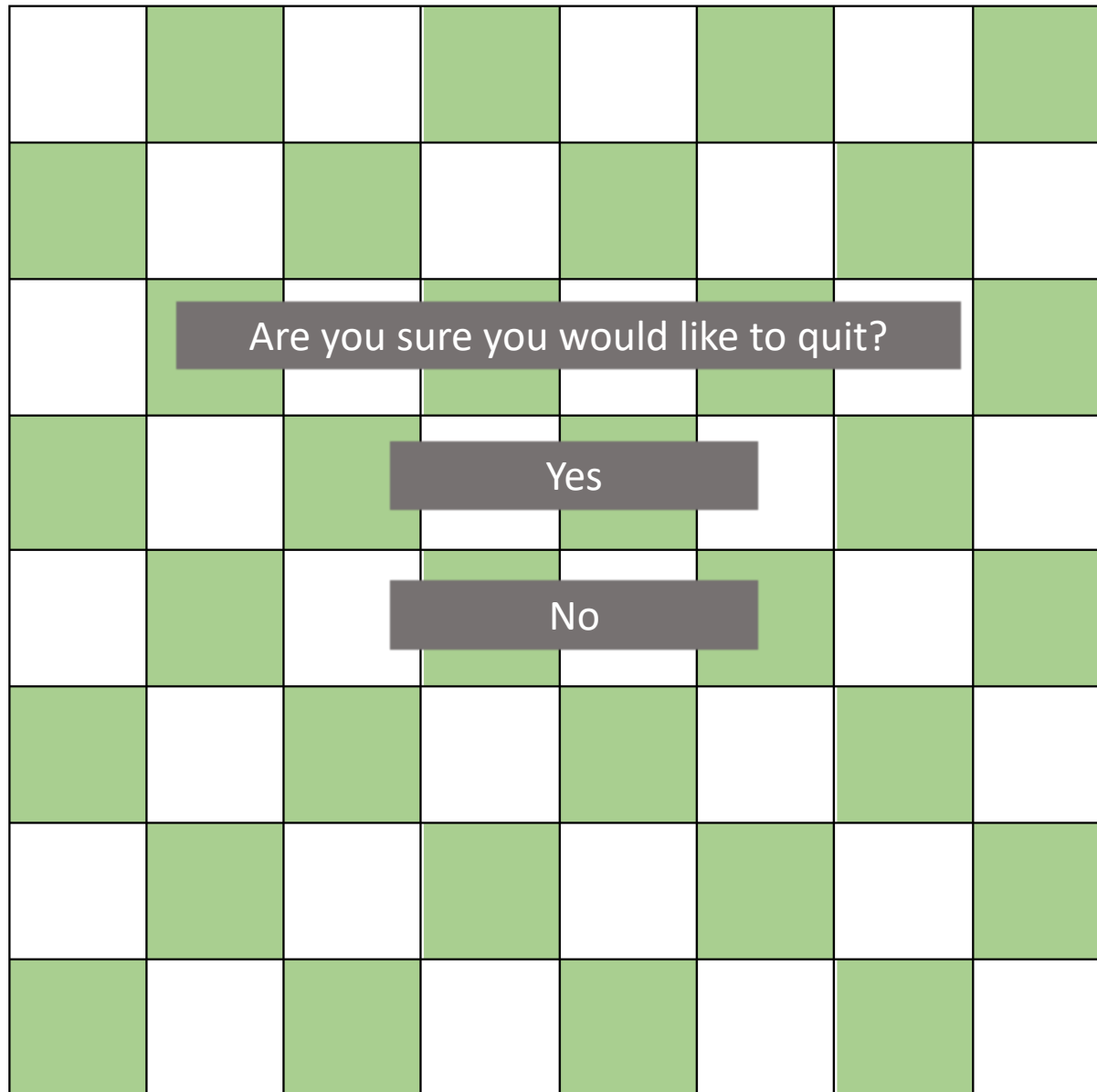
UC05 - Quit

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

x1

x1

x4

x1

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.
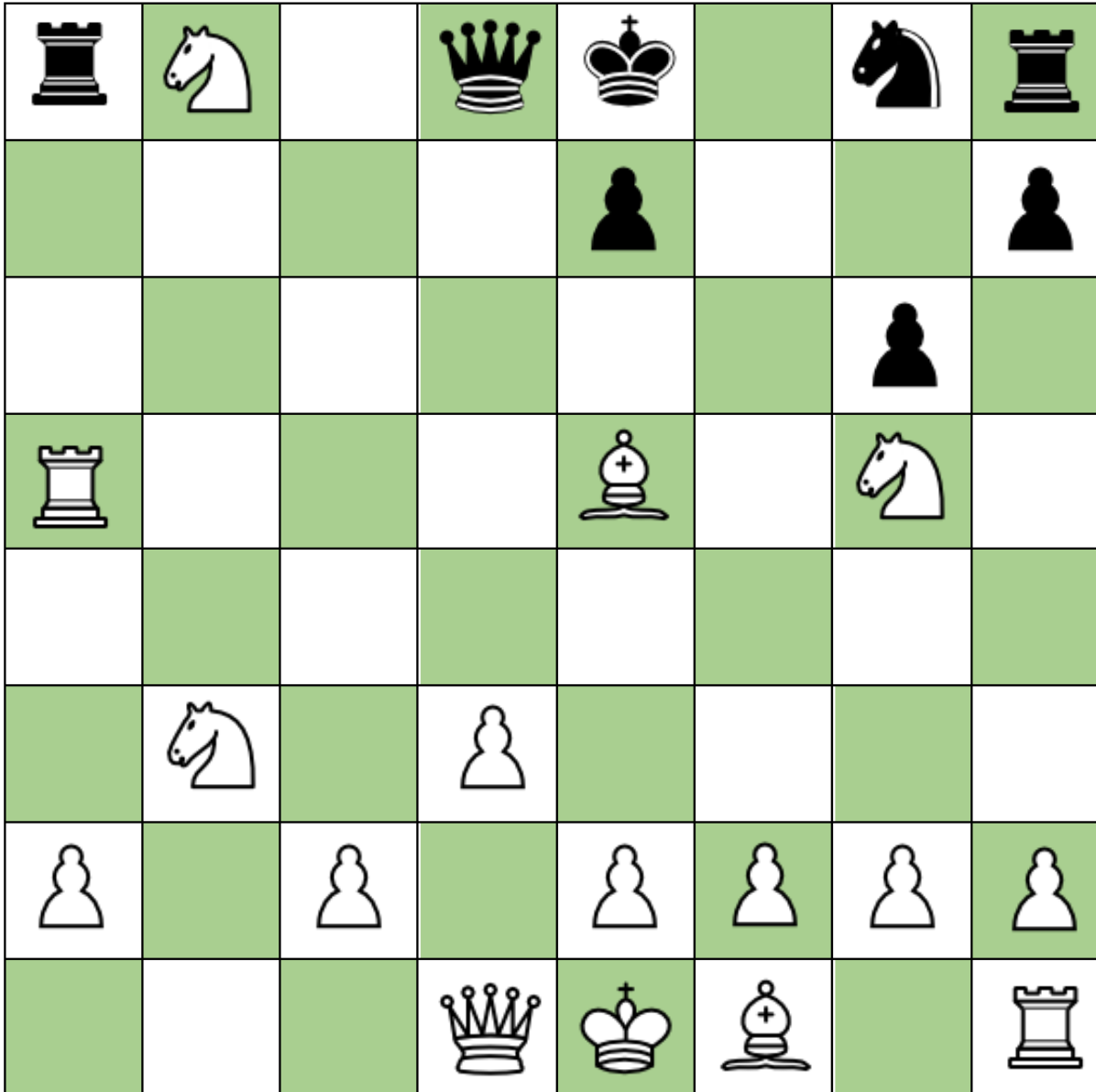
Mohammed's Turn

Draw

Resign

Save

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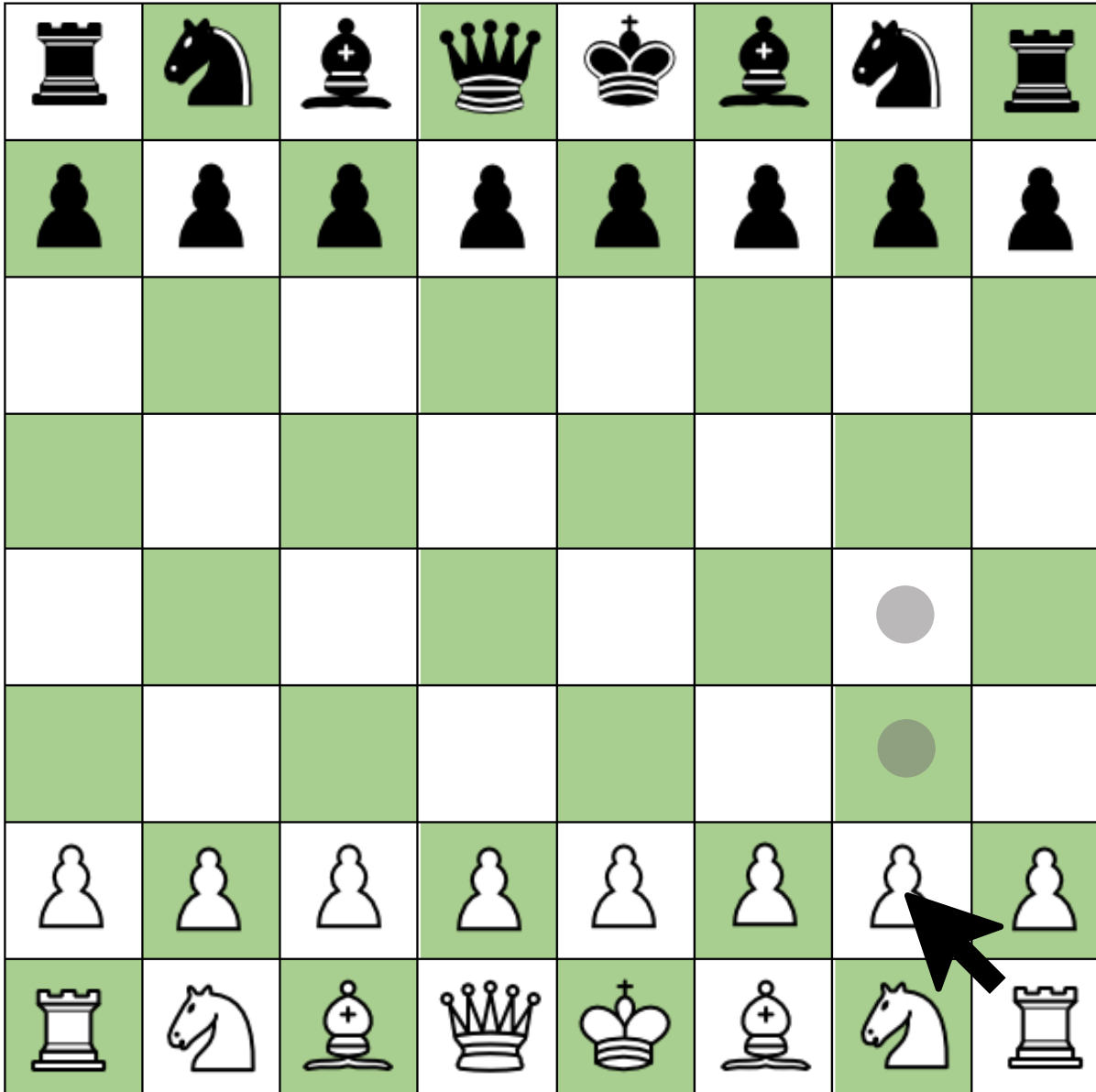
UC06 - Select piece
UC09 - See all potential moves for selected piece

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
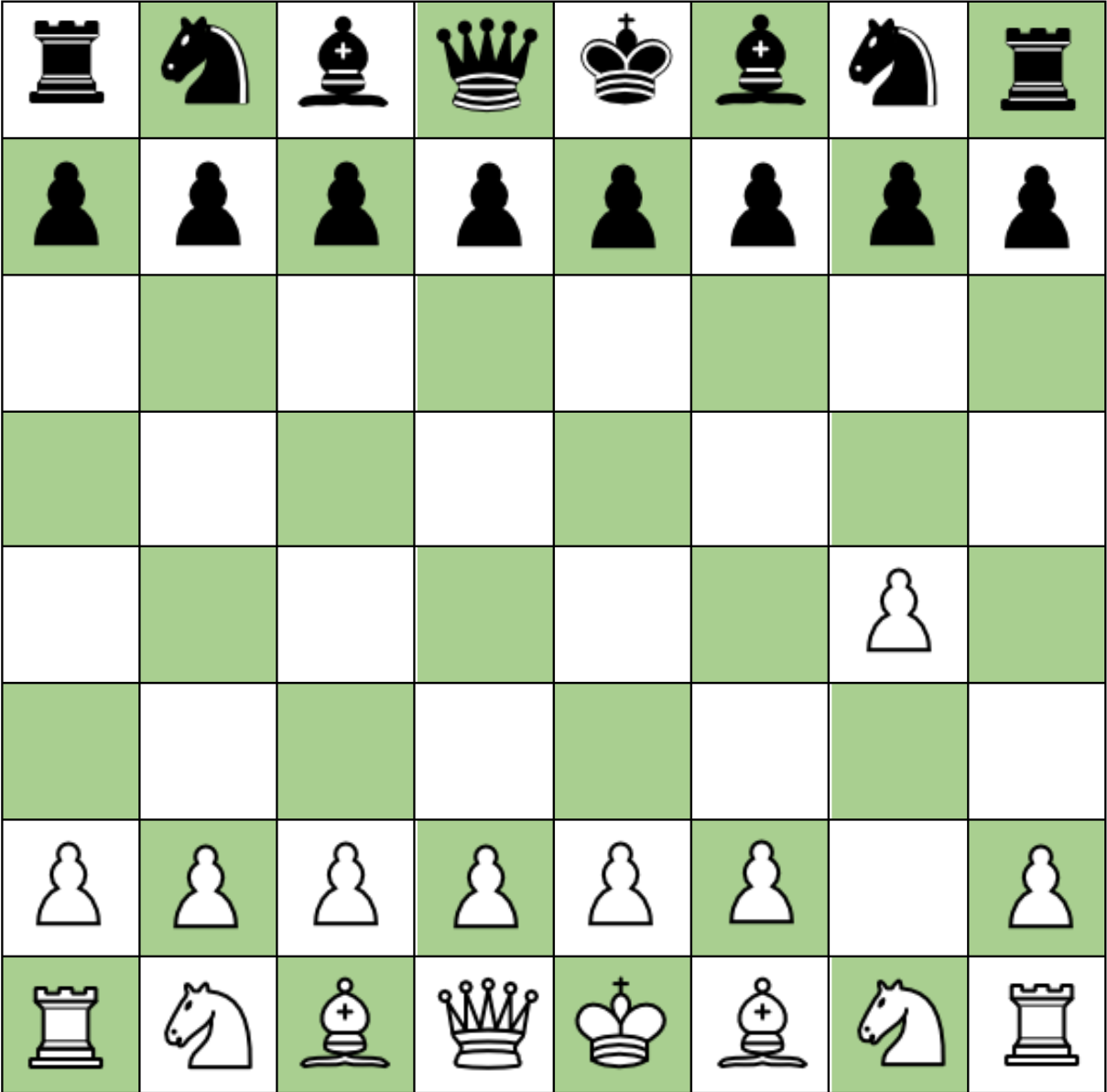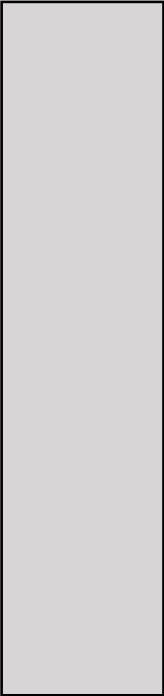
UC06 - Select piece
UC07 - Move piece
**UC09 - See all potential moves
for selected piece**

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.
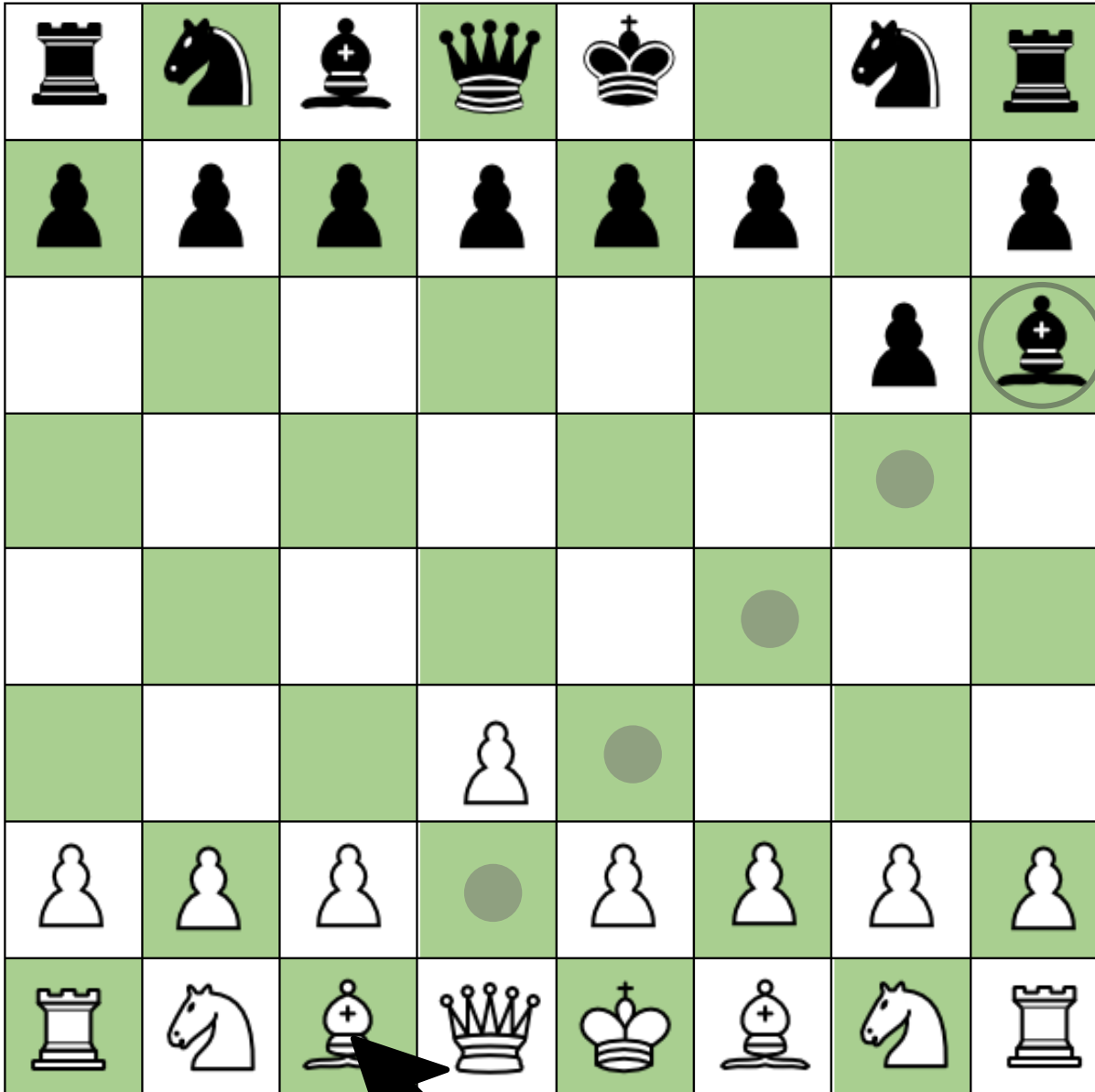
UC08 - Capture piece

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.

Draw

Resign

Save

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 form 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.
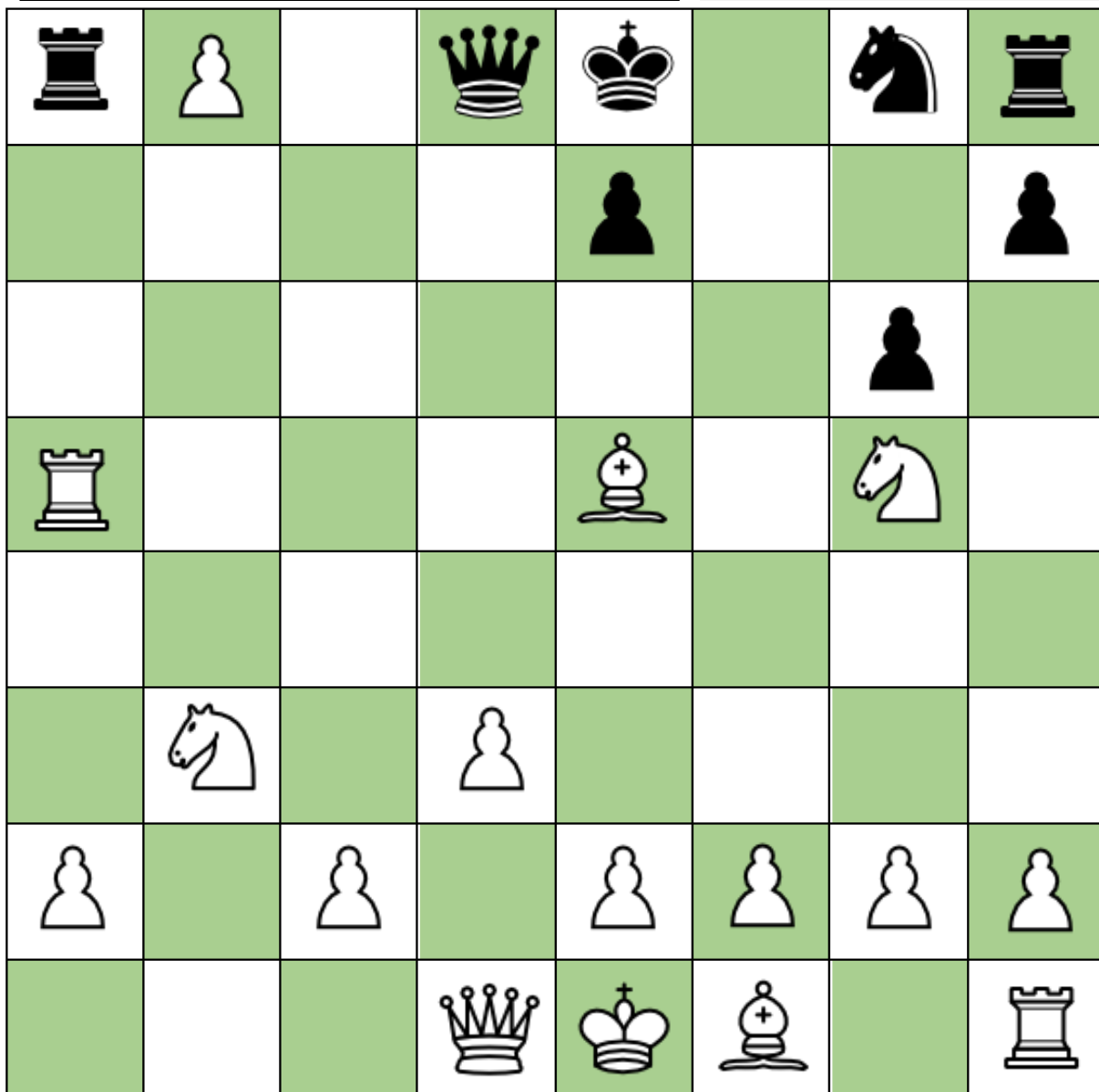
UC11 - See all removed pieces

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.
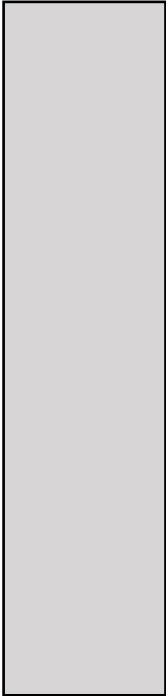
Draw

Resign

Save

Quit

x1

x1

x4

UC11 - See all removed pieces

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 their respective colour.
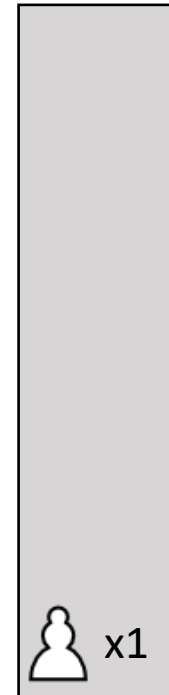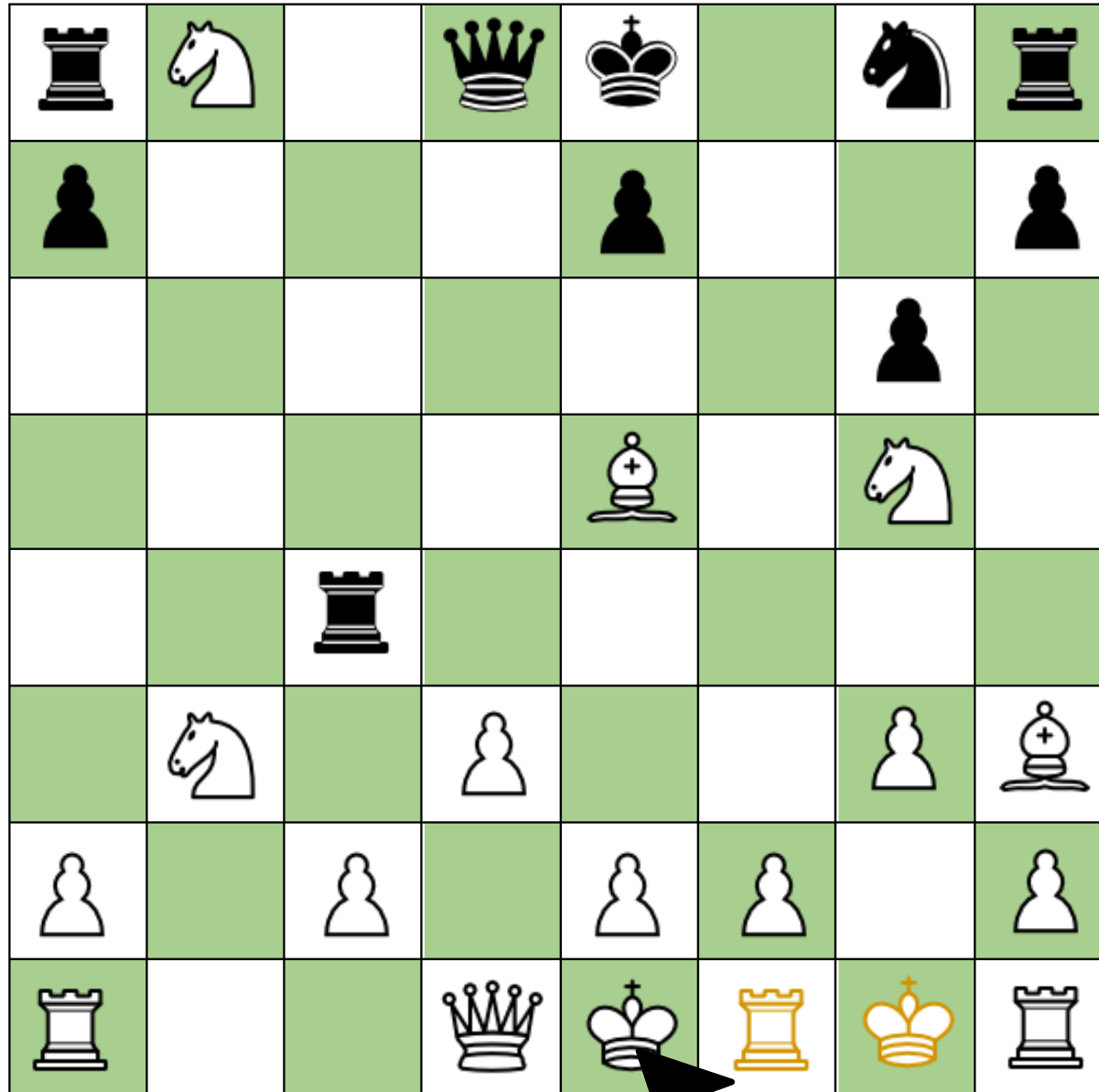
Draw

Resign

Save

Quit

x1

x1

x4

x1

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.

Draw

Resign

Save

Quit

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.

UC14 - Check

When a king is placed into check by the opposing user, the cell underneath the king will turn yellow.

If the user selects the king to move, the dots shown will only show valid moves to get the user of out 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.

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

x1

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.

Mohammed's Turn

Draw
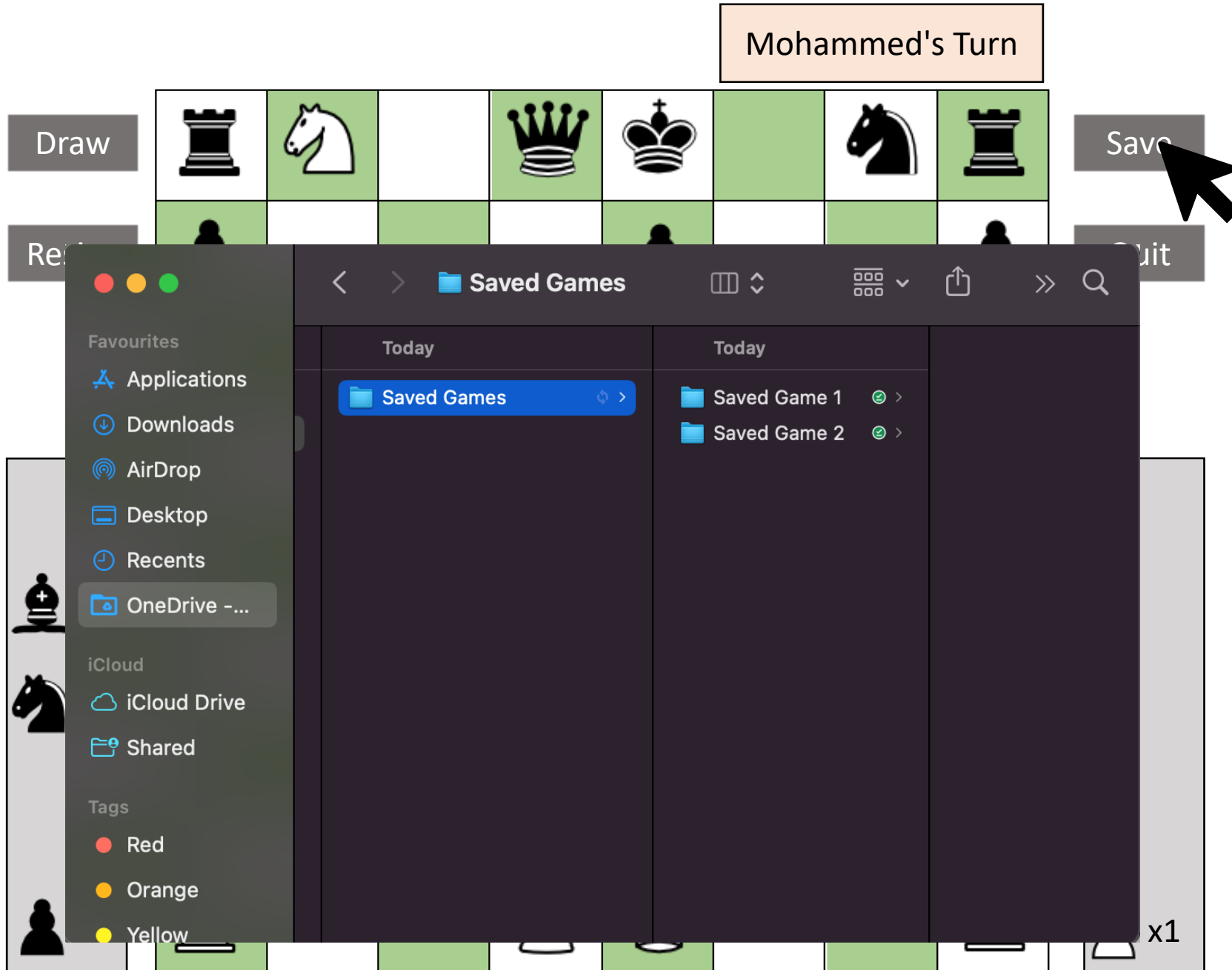
Save

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.

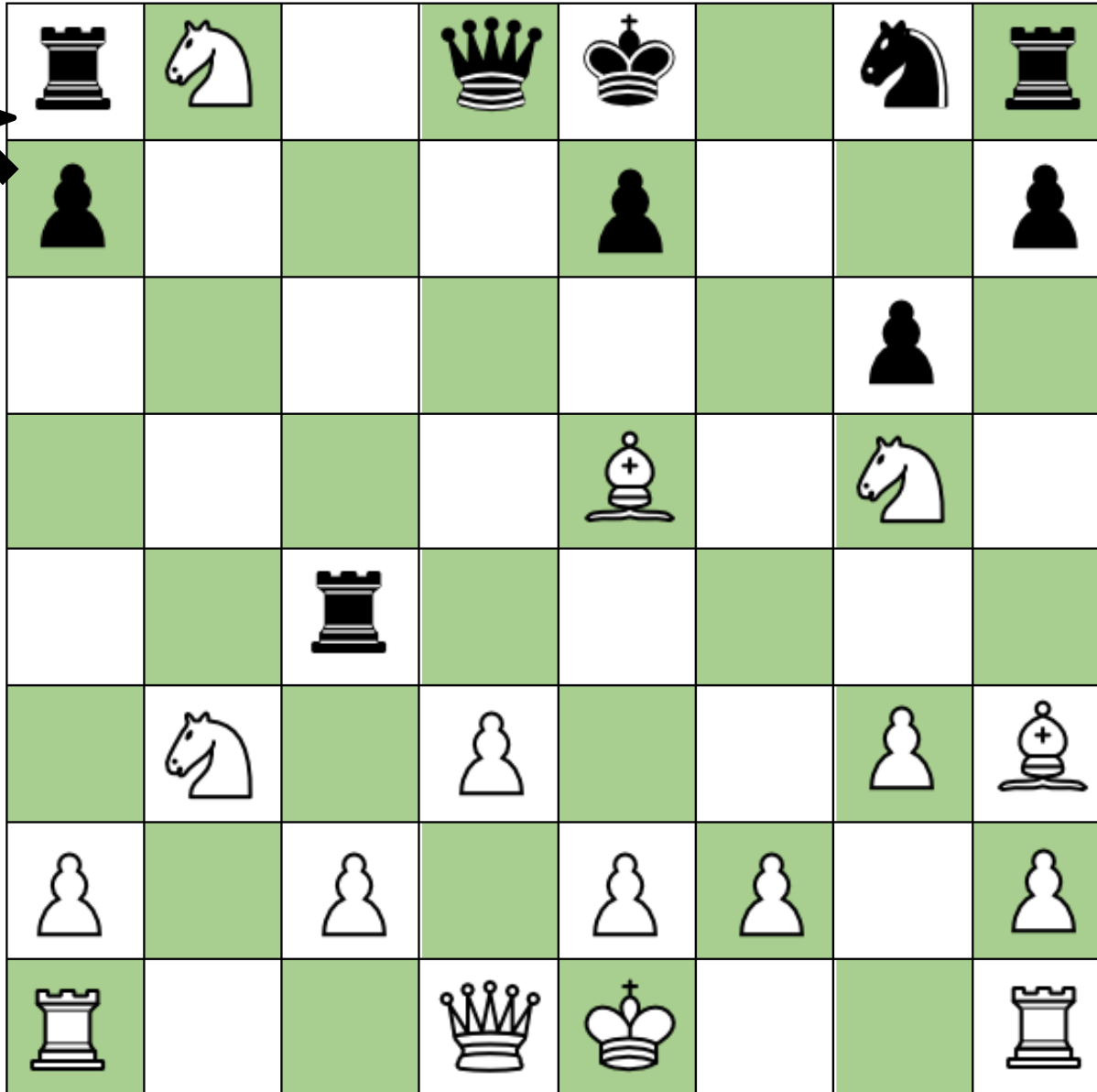The user then saves the game in the desired location and can quit the game or carry on playing.

Saved Games

Favourites

Applications

Downloads

AirDrop

Desktop

Recents

OneDrive -...

iCloud

iCloud Drive

Shared

Tags

Red

Orange

Yellow

Today

Saved Games

Today

Saved Game 1

Saved Game 2

x1

Mary's Turn

Draw

Resign

Save

Quit

♗ x1
♞ x1
♟ x4

♙ x1

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.

UC18 - Resign button

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 - Resign button
UC19 - End game

Whosever 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.

Mary's Turn

Draw

Resign

Save

Quit

Mohammed wins! Mary has resigned

Save Replay

Quit Game

x1

x1

x4

x1

UC18 - Resign button
UC19 - End game

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

Saving the replay will save the game file 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