

UC01

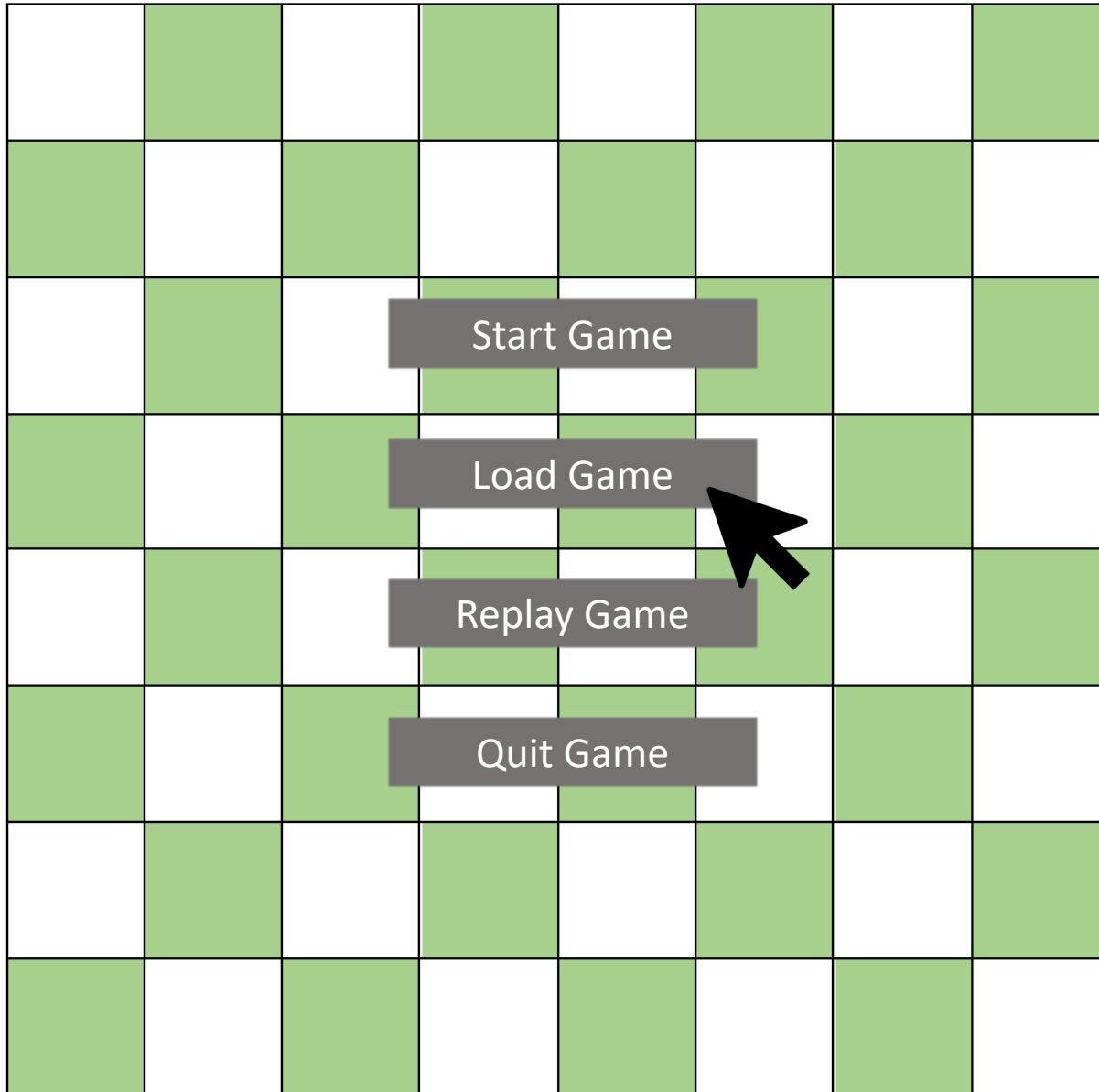
After launching game, user is shown main menu.

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.

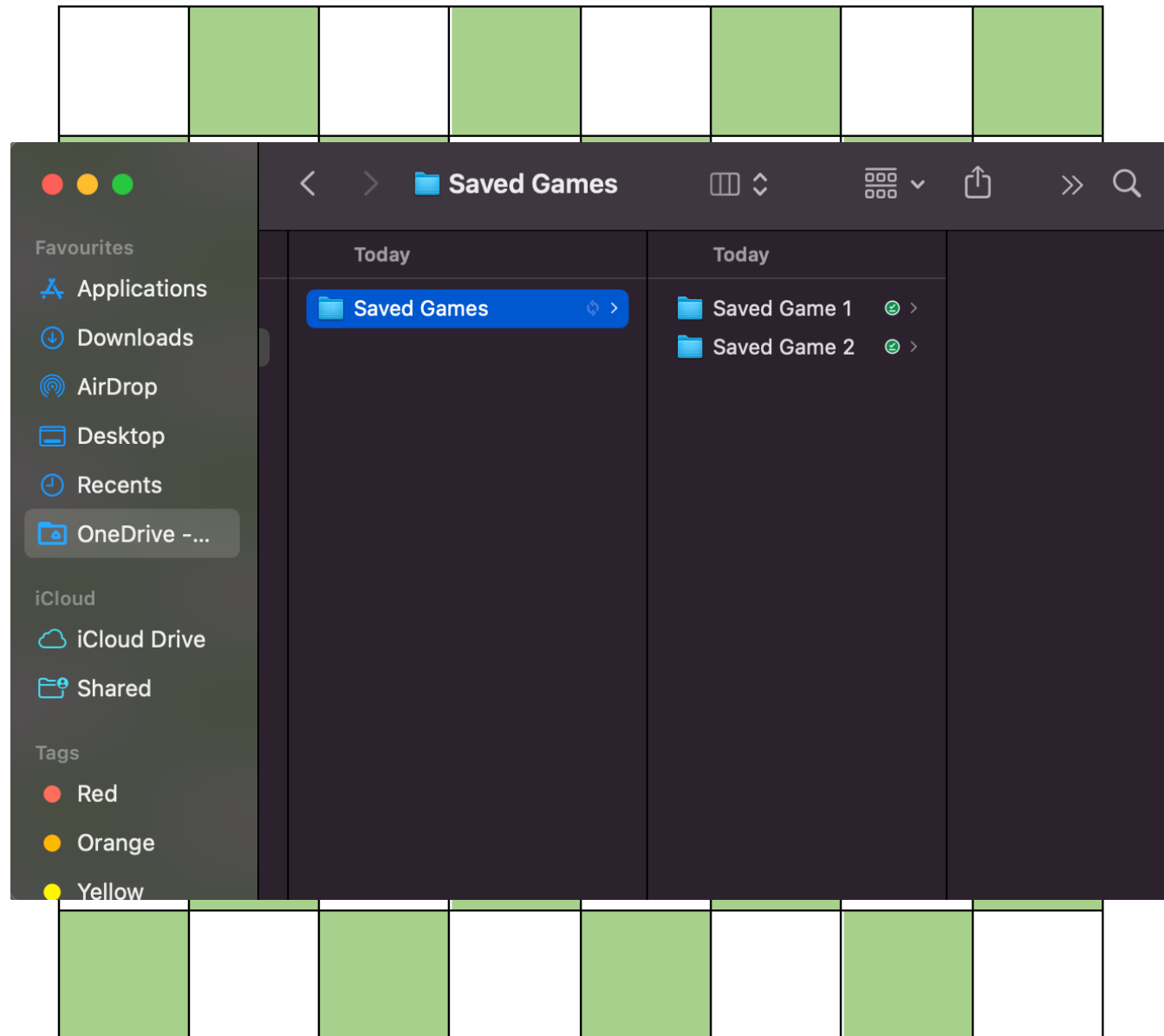
Replay game, brings up the file explorer to previously completed and saved games.

Quit game, quits the application.



UC03

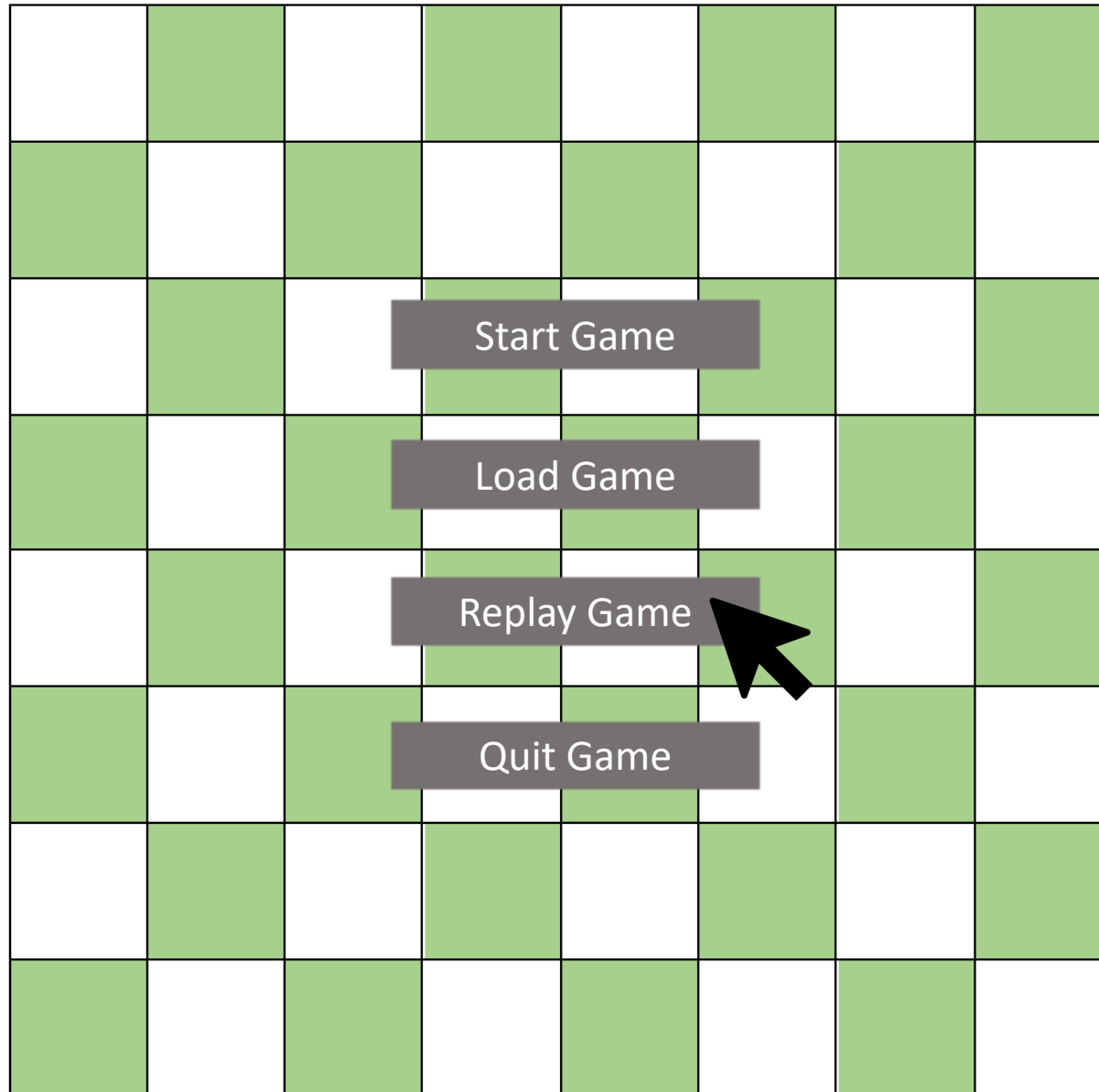
Load game will bring up the file explorer allowing the user to search for previously unfinished games that were saved.



UC03

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

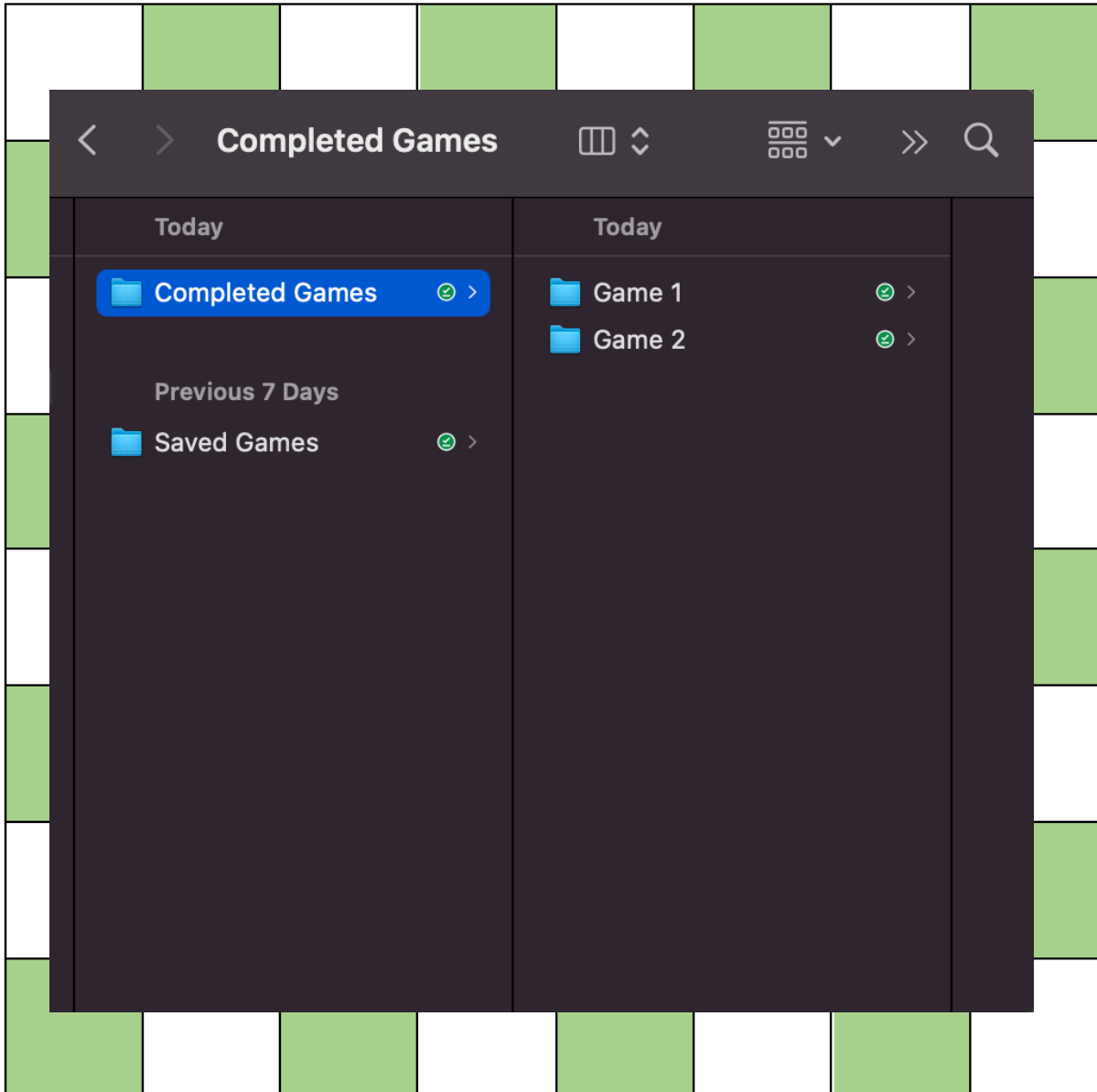
After opening the save file, the board is set to the state it was saved in and the user can carry on playing the game.



UC04

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.

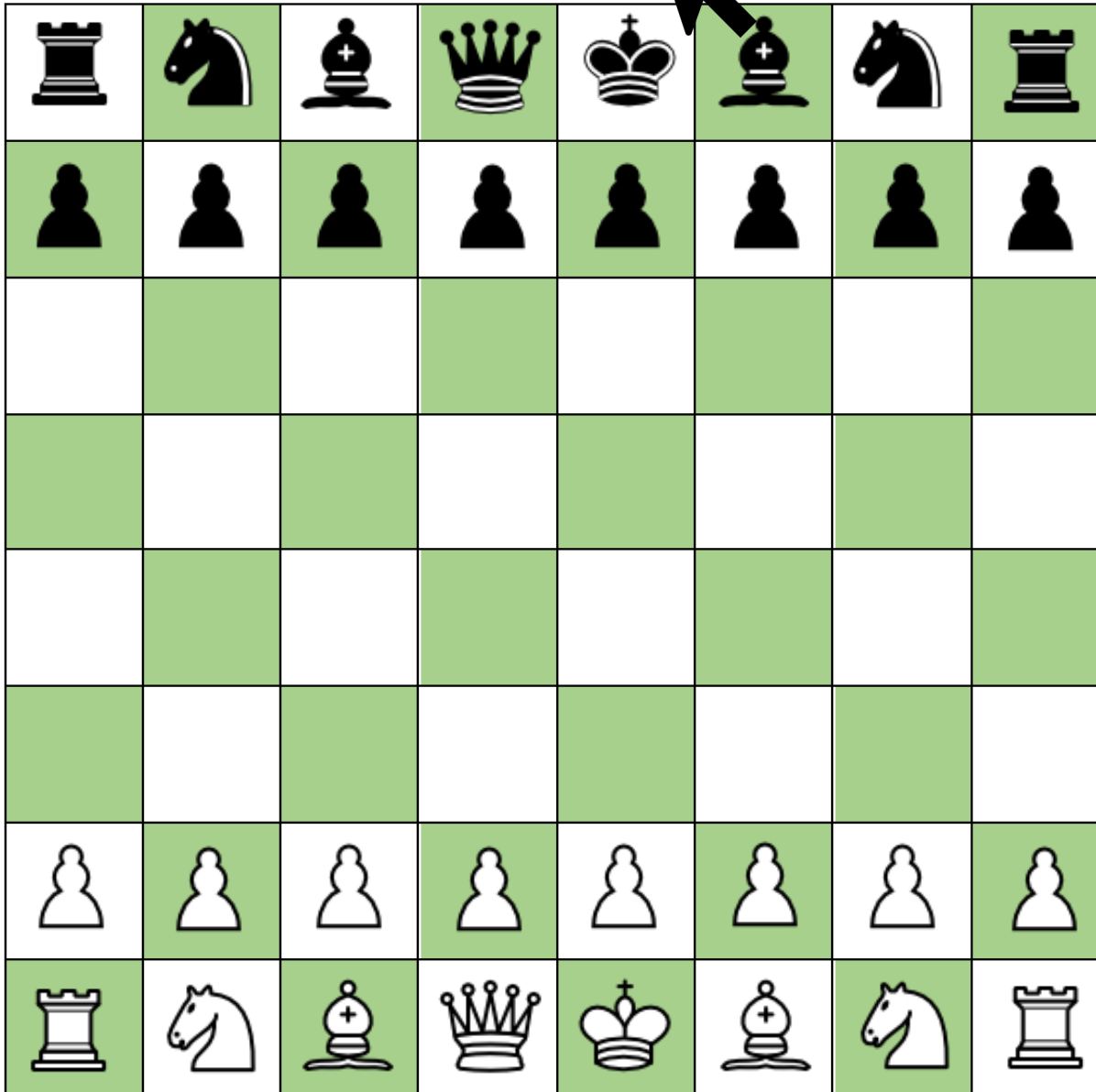


UC04

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



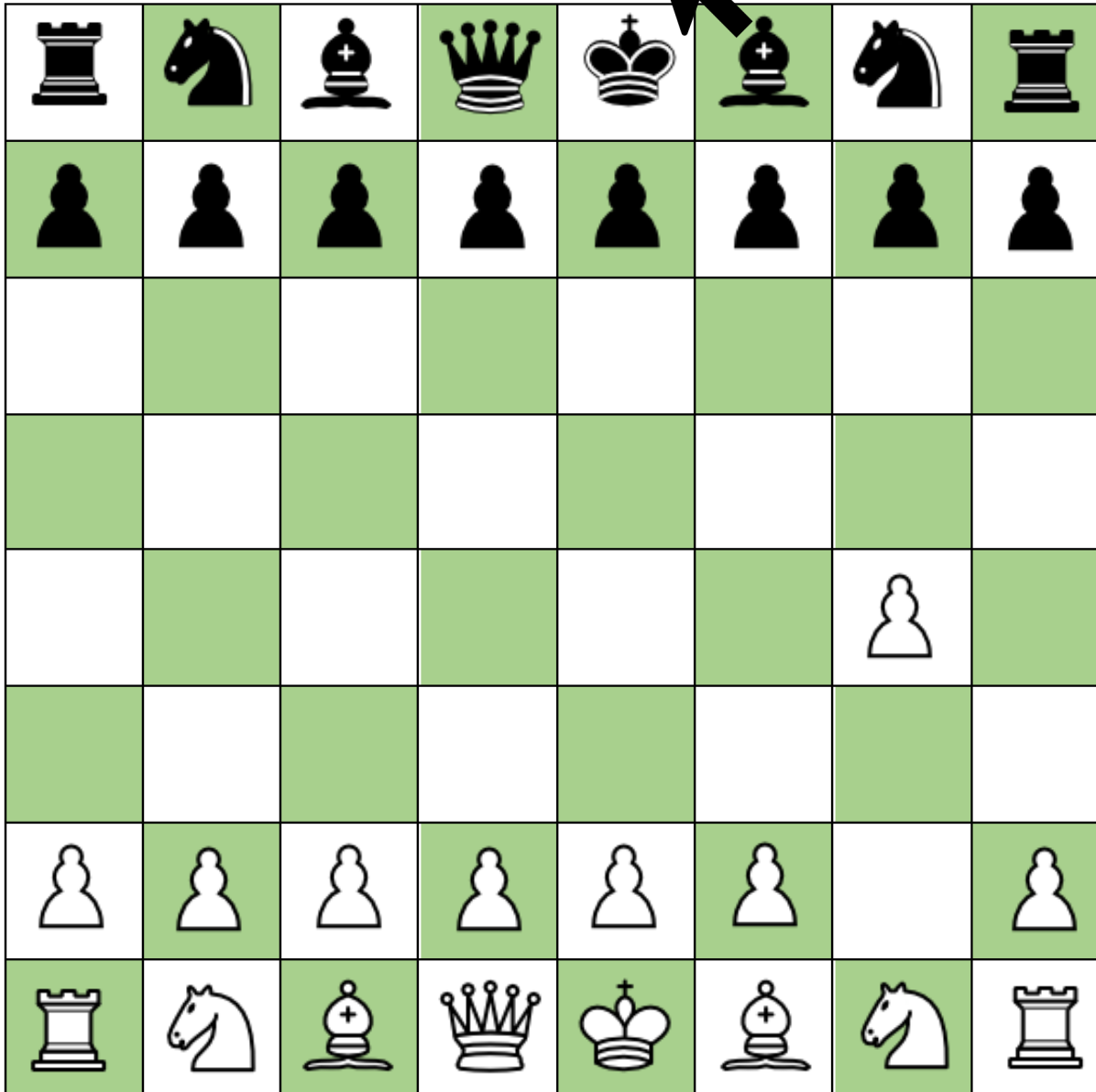
Quit

UC04

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

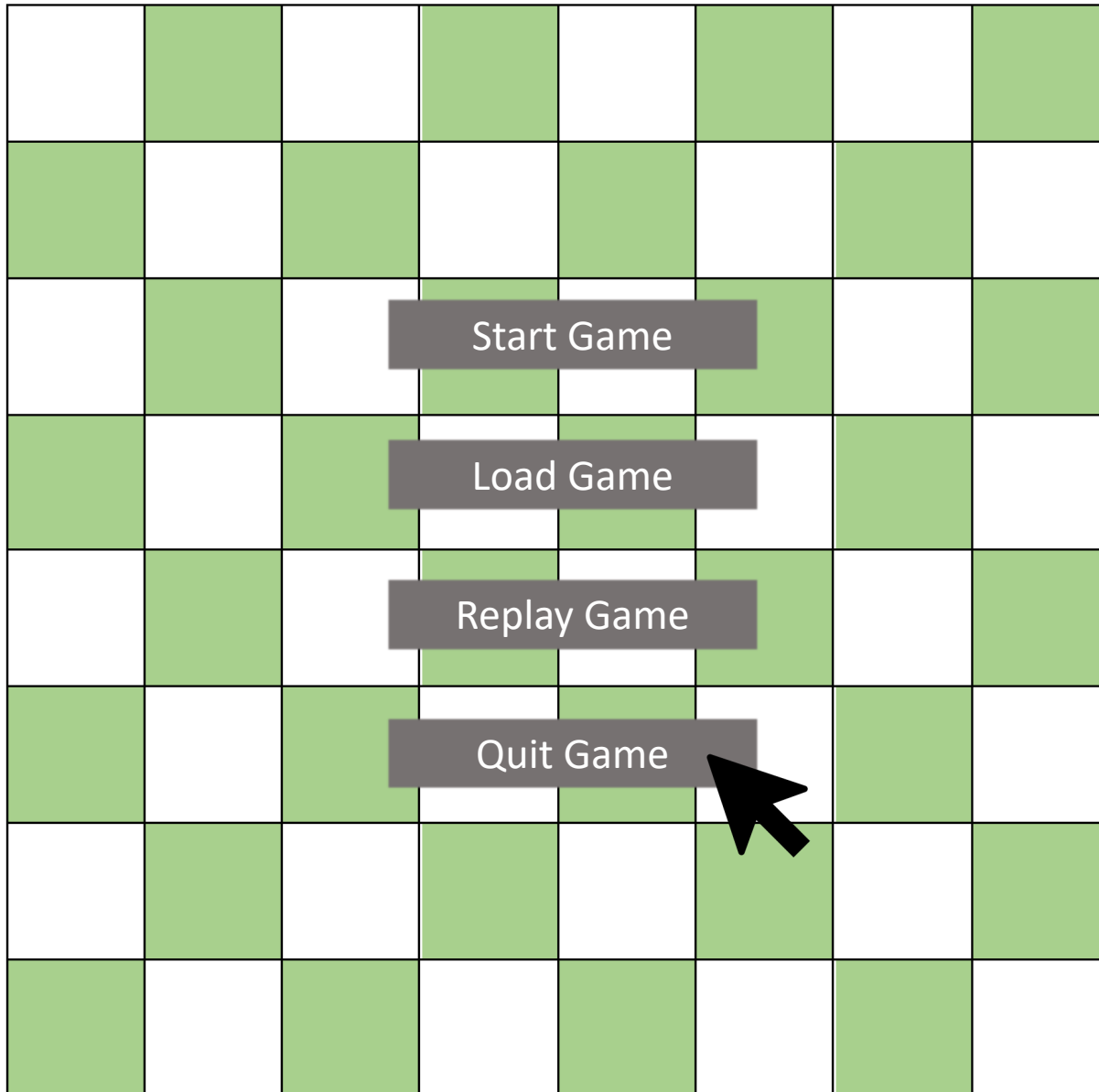


Quit

UC04

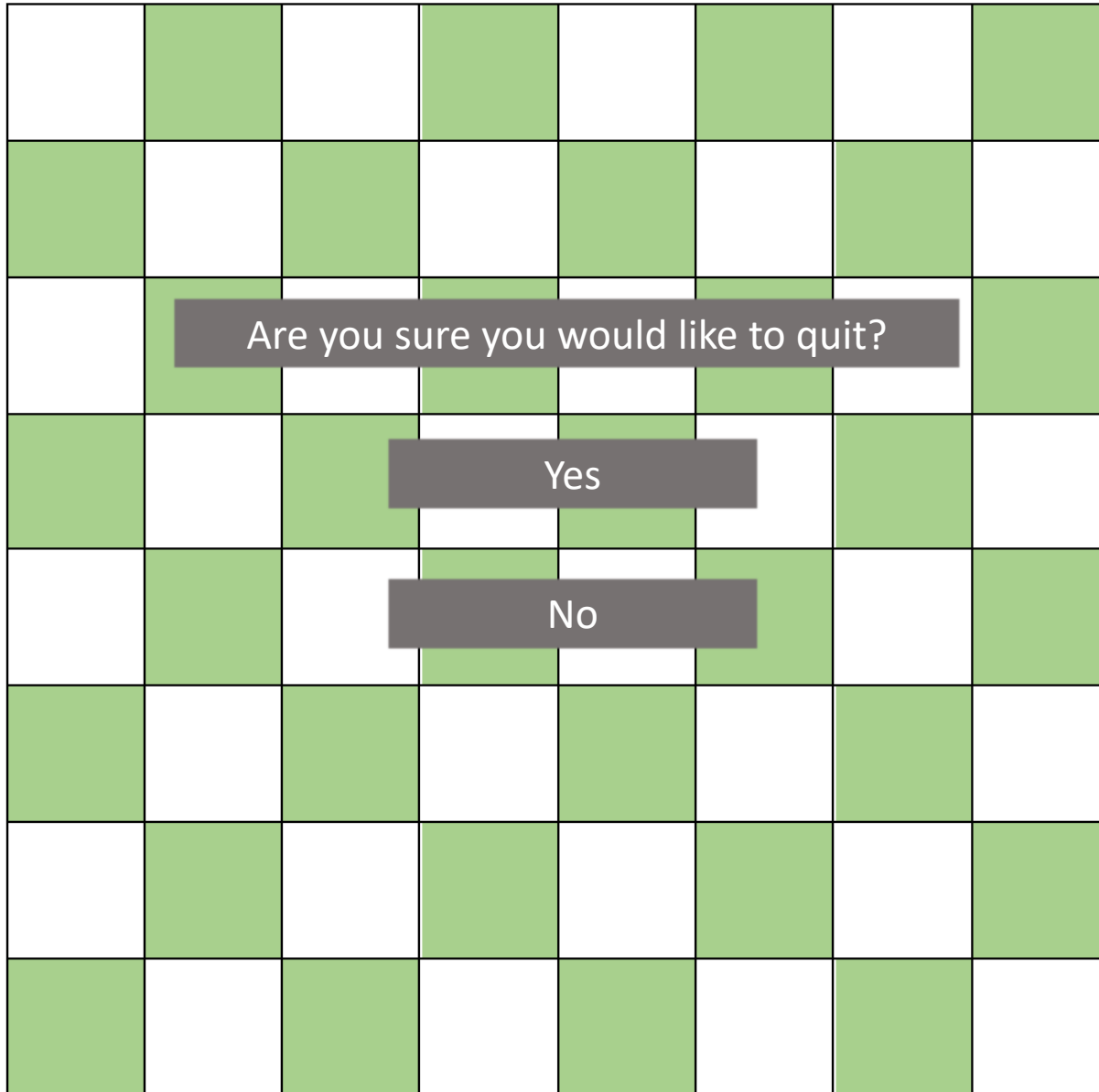
After each click of either the forward or back arrow the moves are shown, and the user can play all the way through the saved game. Any captured pieces are also shown in the trays at either side of the board.

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



UC06

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.



UC06

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.

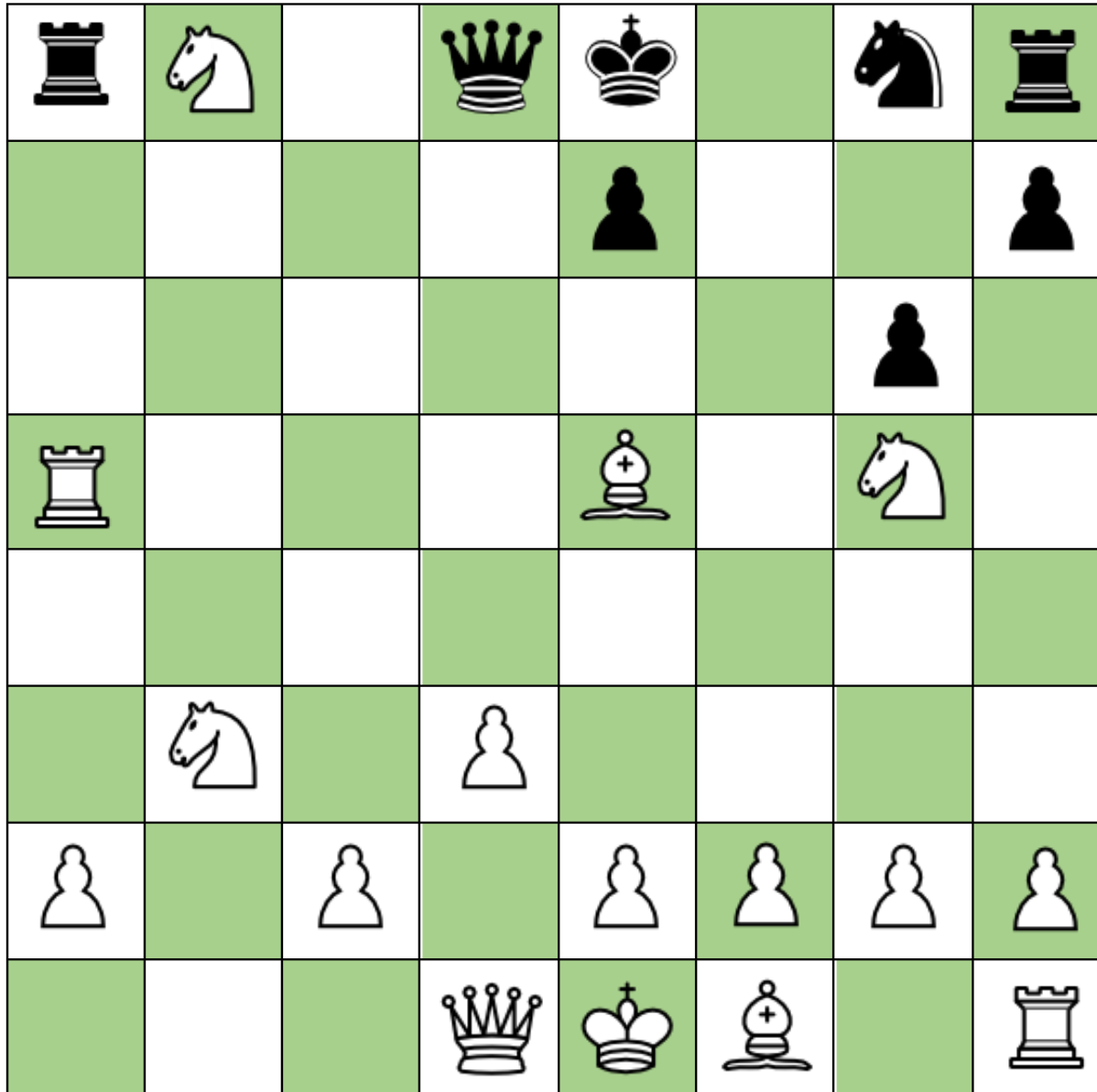
Mohammed's Turn

Draw

Resign

Save

Quit



UC06

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.

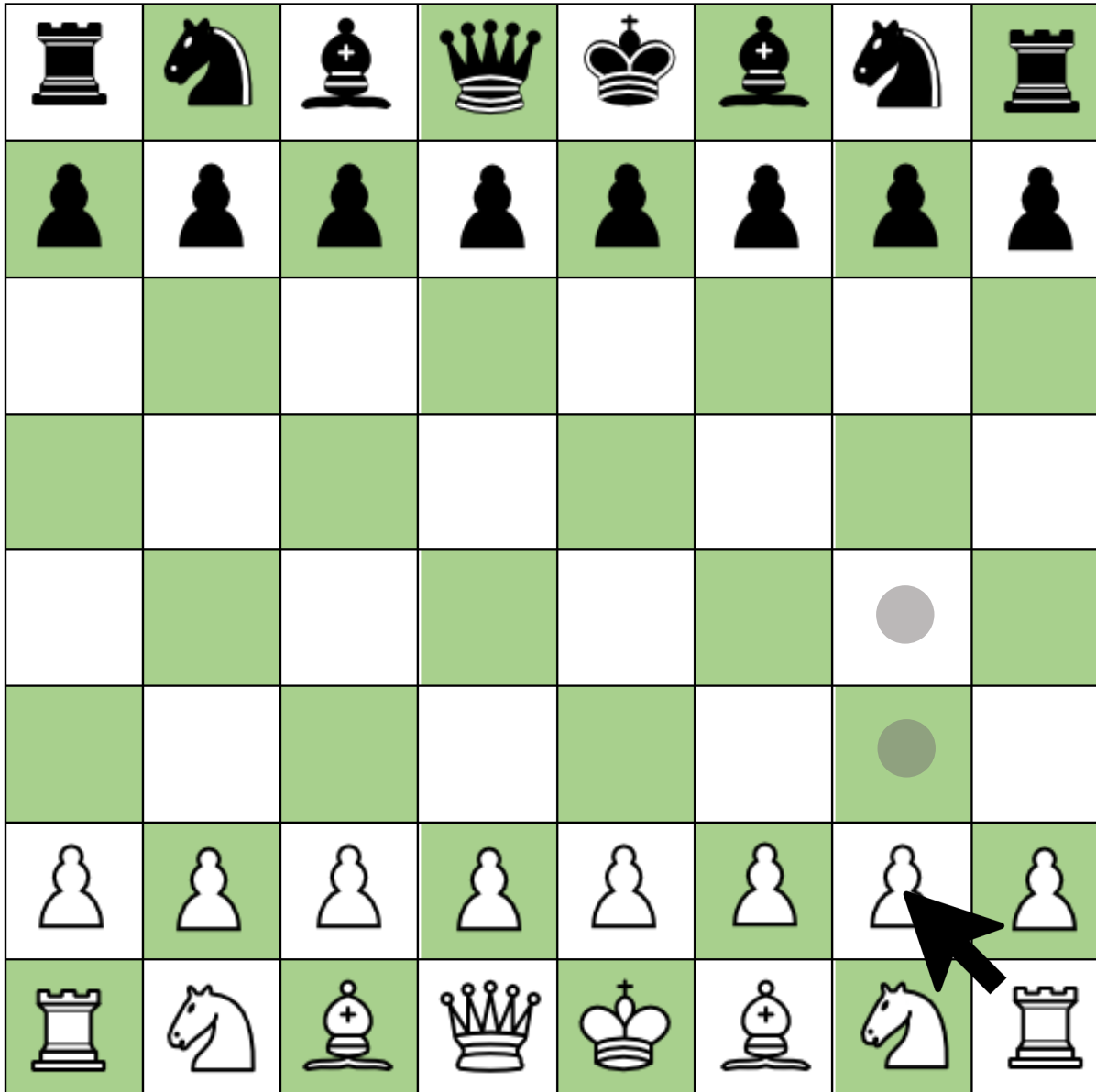
Mohammed's Turn

Draw

Resign

Save

Quit



UC07 & UC10

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

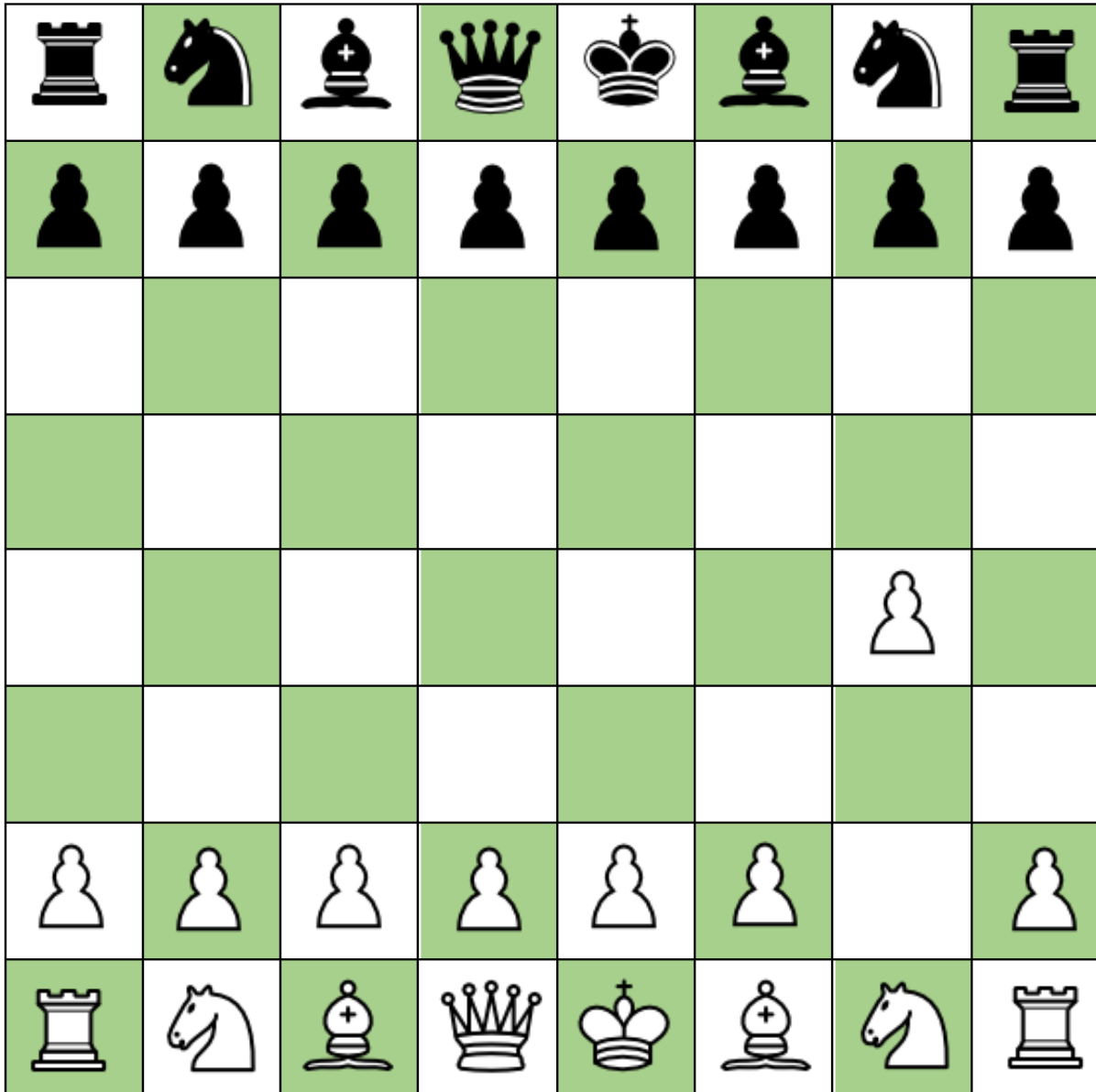
Save

Quit

UC07, UC09 & UC10

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

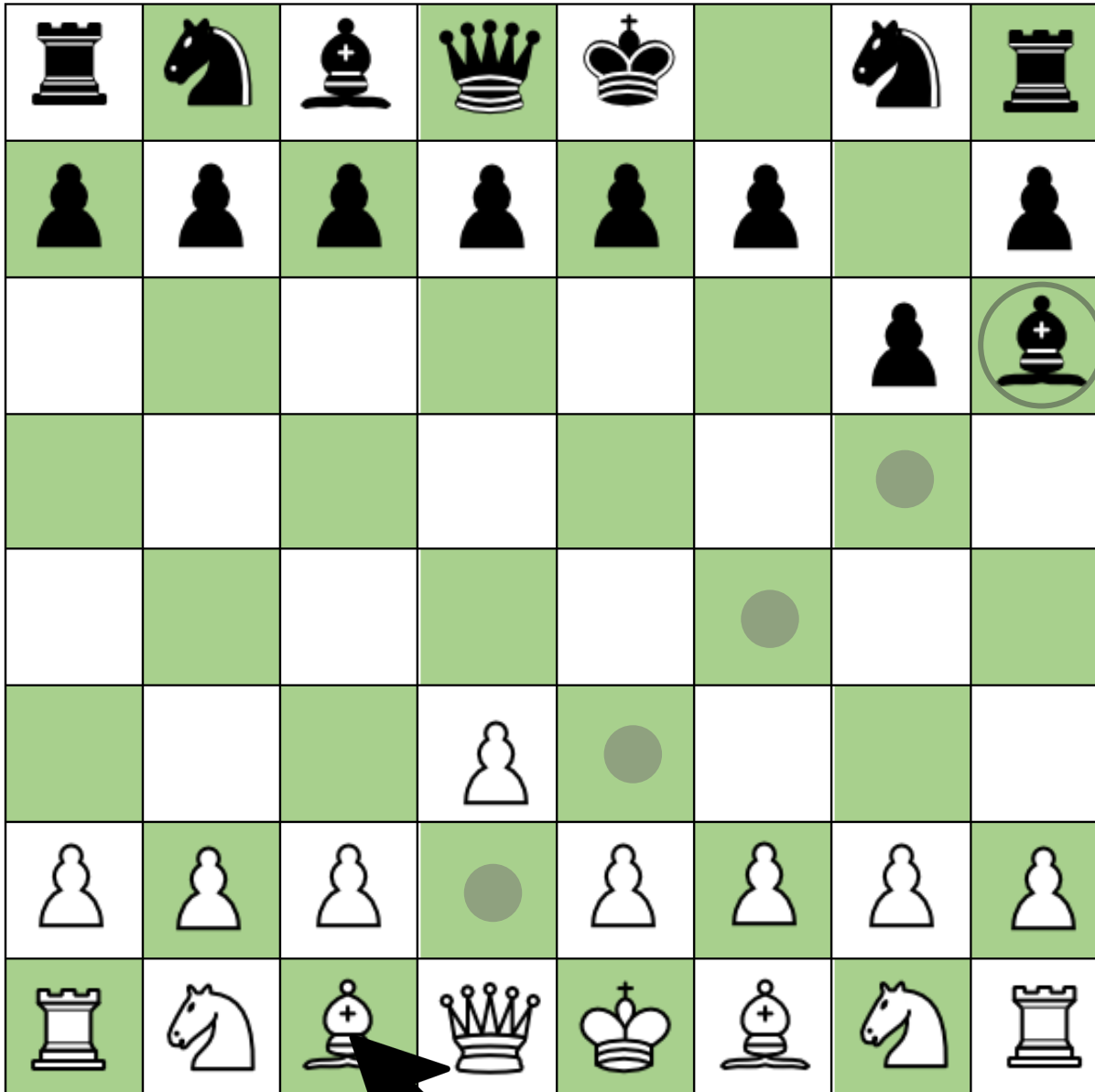
Save

Quit

UC09

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.



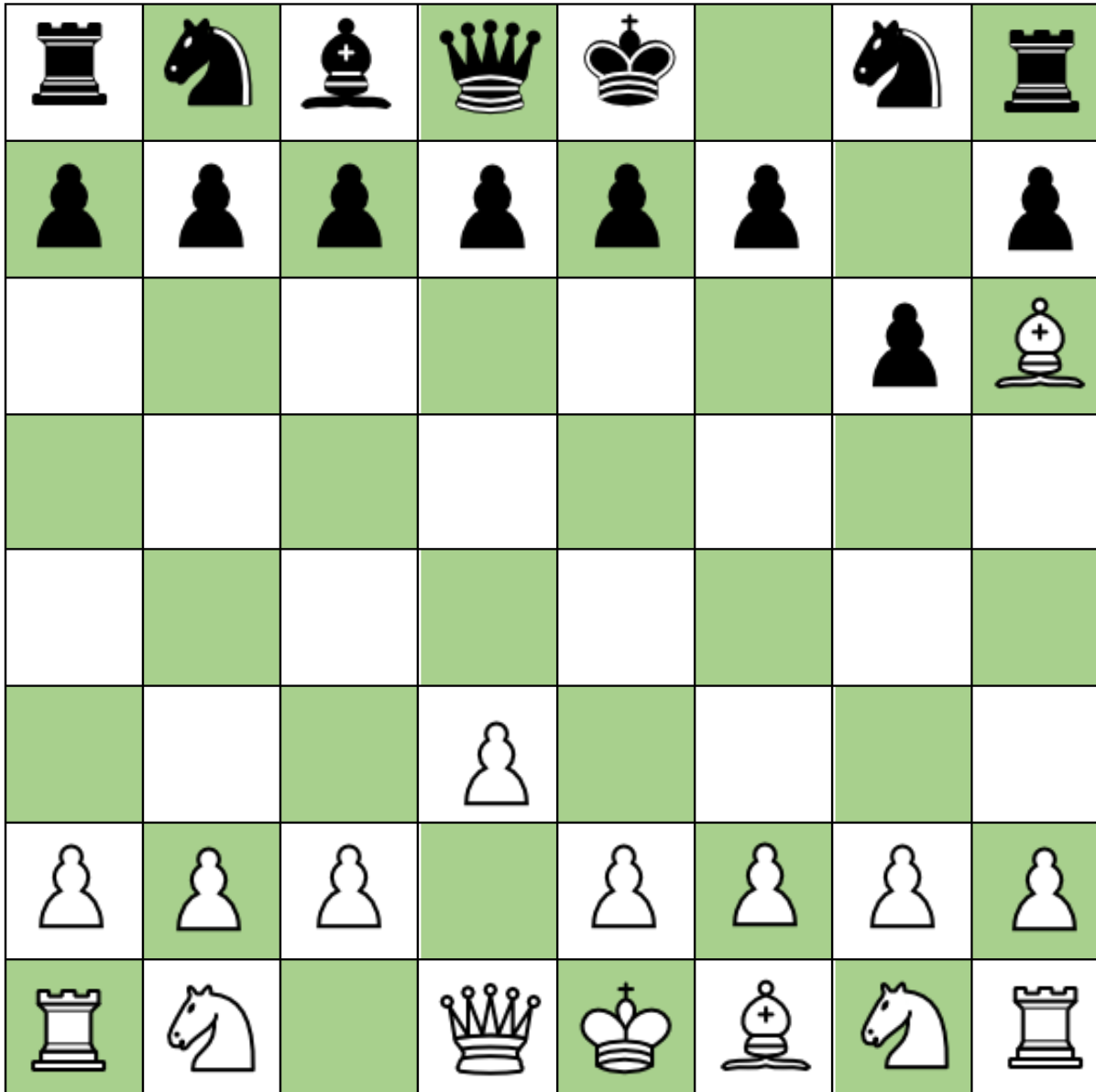
Mary's Turn

Draw

Save

Resign

Quit



UC09 & UC12

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

Resign

 x1

 x1

 x4

Save

Quit



UC11

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.



Mohammed's Turn

























Draw

Resign

 x1

 x1

 x4

Save

Quit

UC11

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.

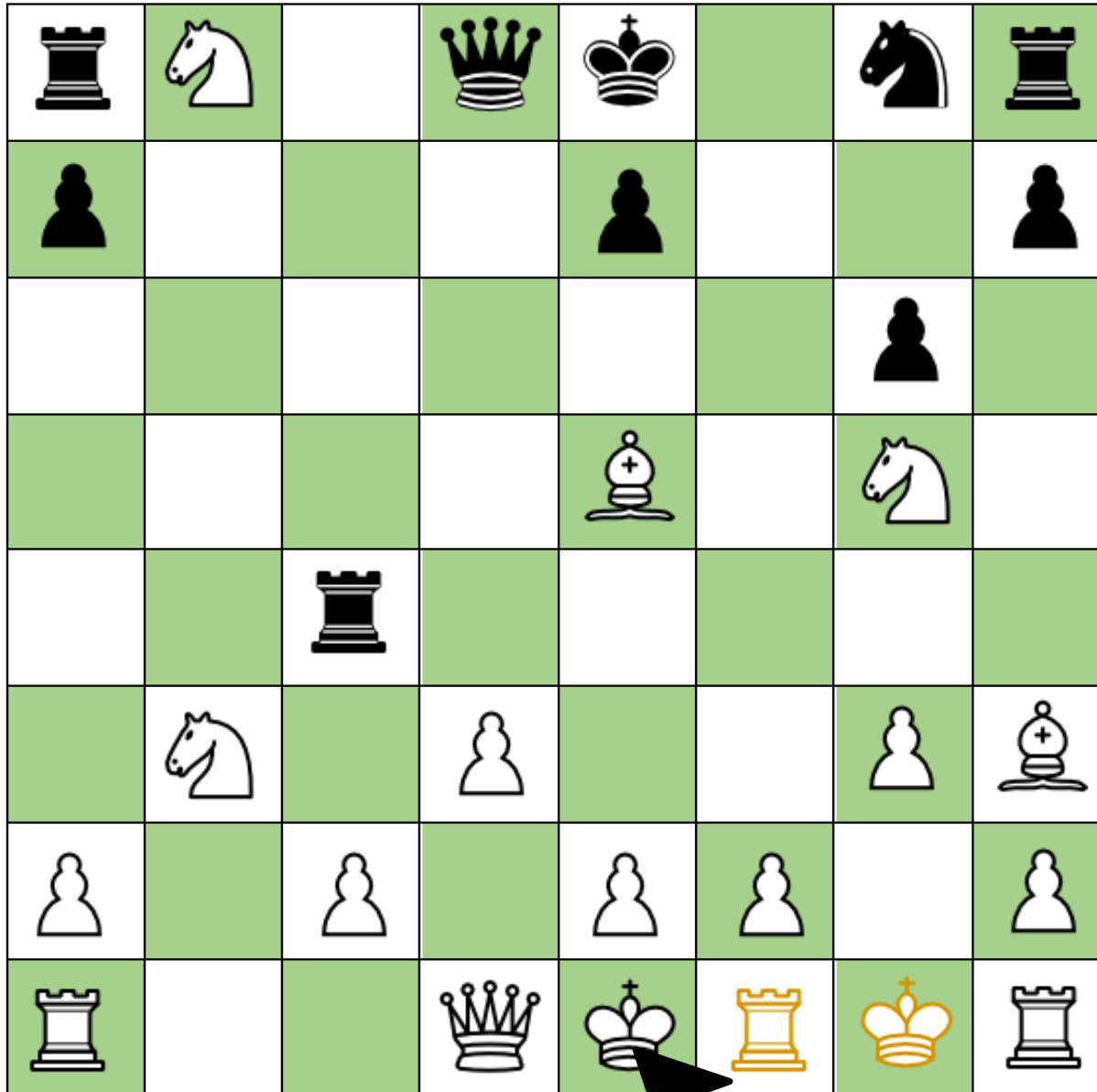
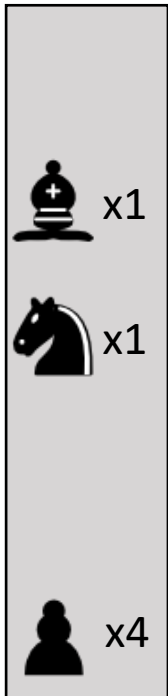
Mohammed's Turn

Draw

Resign

Save

Quit



UC13

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.

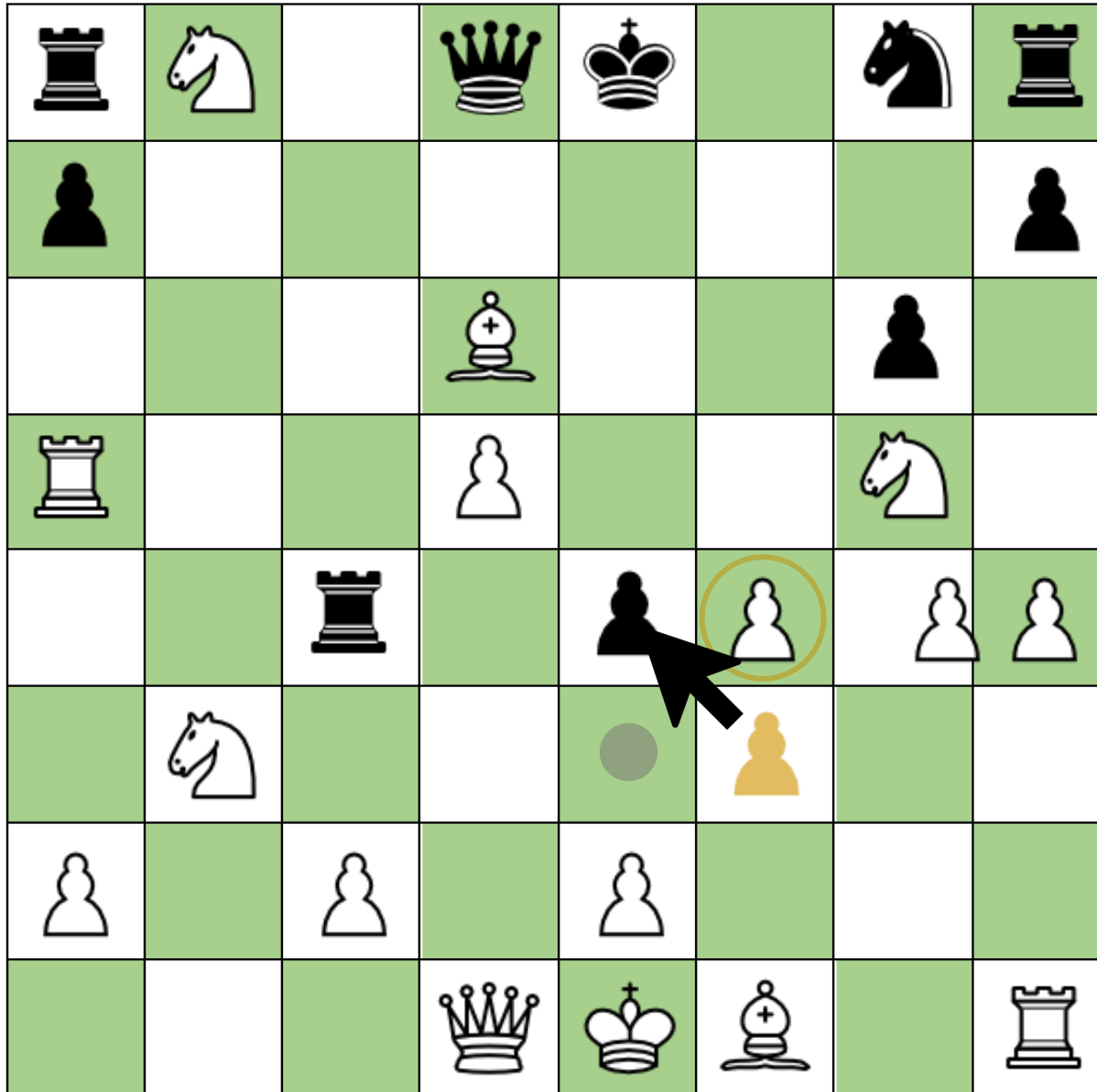
Mary's Turn

Draw

Save

Resign

Quit



UC14

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

UC15

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 out of check.

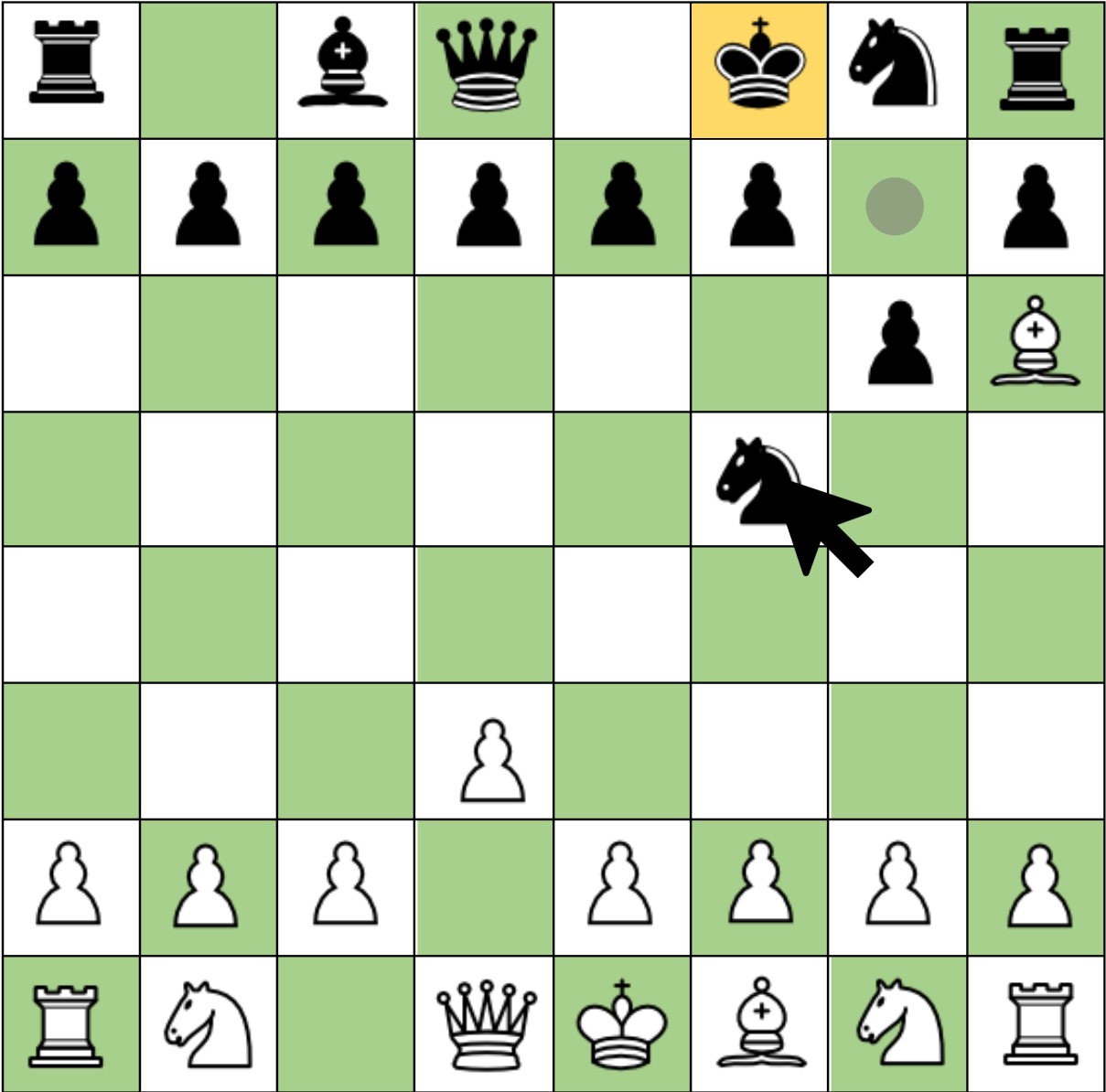
If other pieces can be moved to get the king out of check then when a piece is selected the moves are shown.

If a user selects a

Draw

Resign

 x1



Mary's Turn

Save

Quit

UC15
























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

 x1

Save Replay

Quit Game

Save

Quit

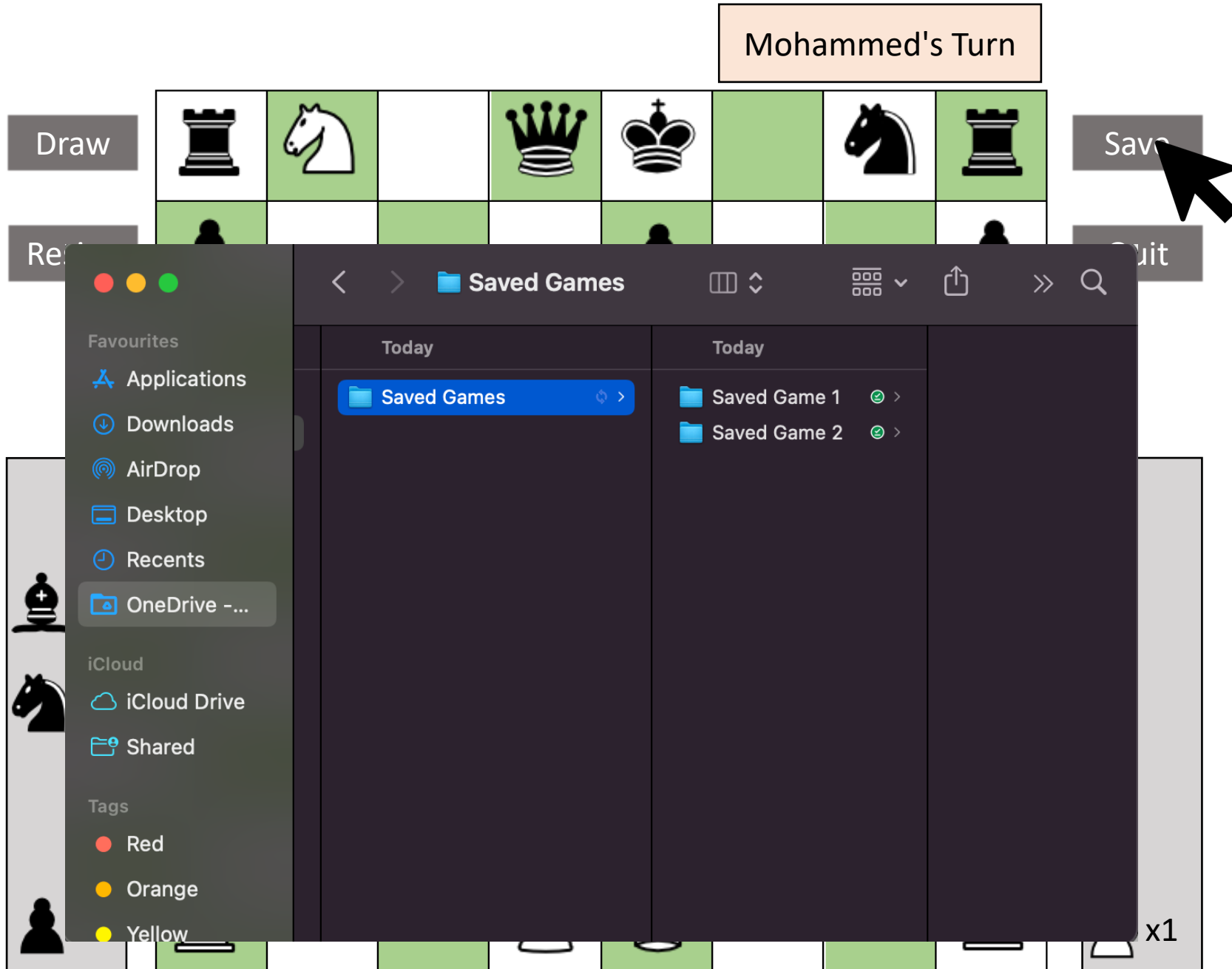
UC16 & UC20

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.



UC17

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

Resign

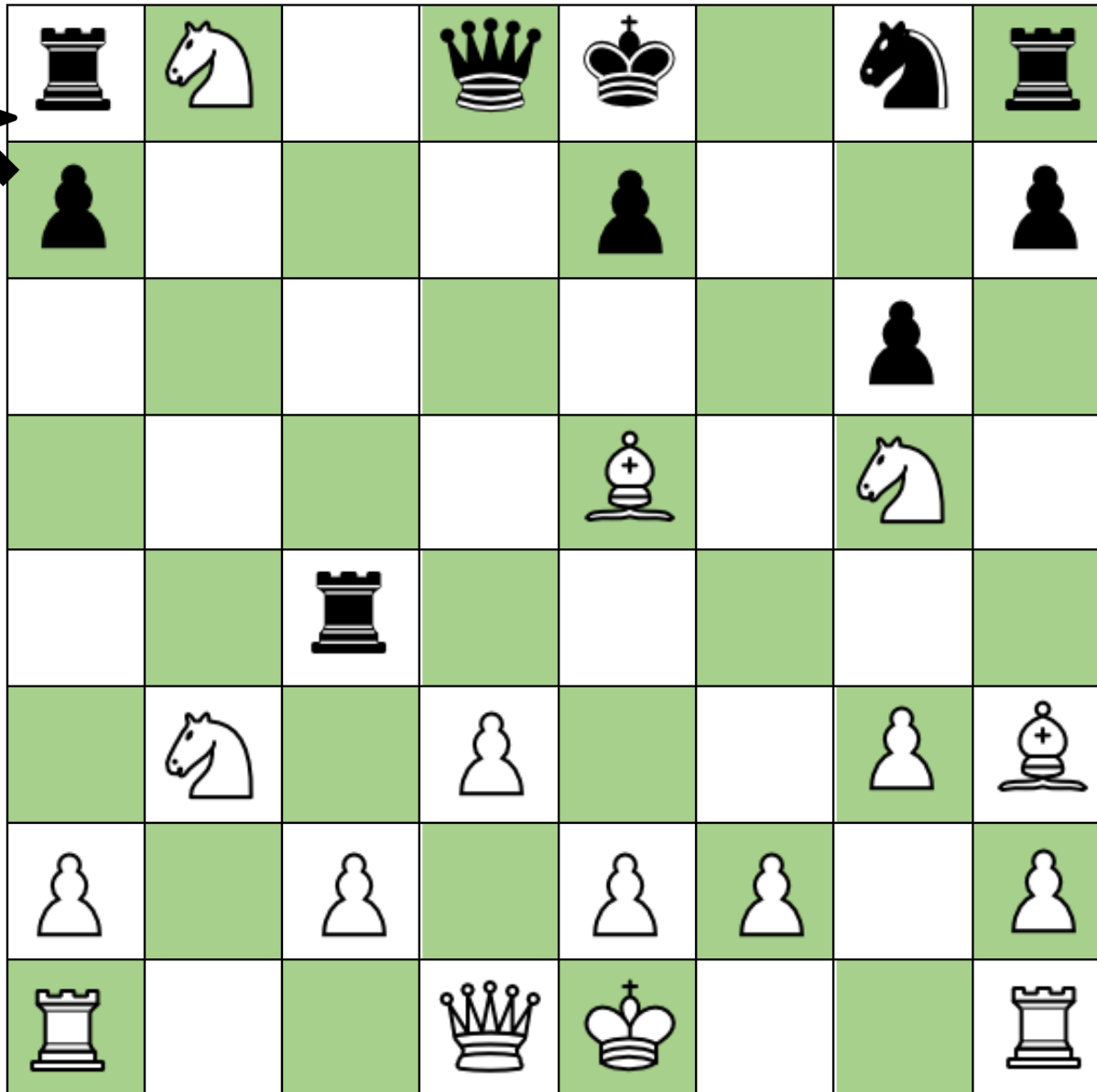
Save

Quit

UC18 & UC20

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.



Mary's Turn

Draw

Resign

Save

Quit

							
							
		Mary has offered a draw. Mohammed, do you Accept?					
		Accept					
			Decline				
							
							
							

 x1
 x1
 x4

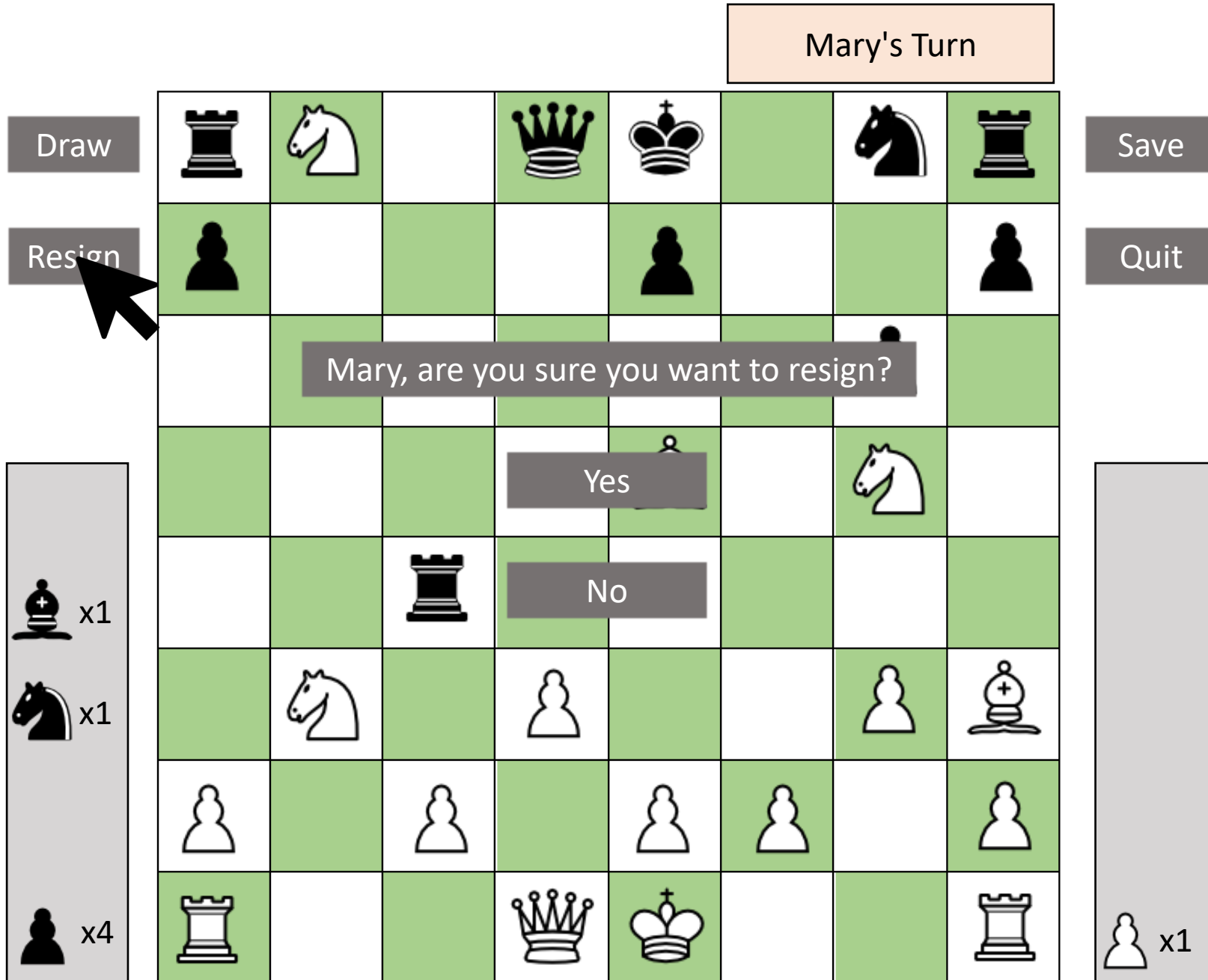
 x1

UC18

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.



UC19 & UC20

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.

Mary's Turn

Draw

Resign


Save


Quit


Mohammed wins! Mary has resigned



























Save Replay


Quit Game

 x1

 x1

 x4

 x1

UC19 & UC20

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