Software Engineering GP02 Project

User Interface Specification

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# Introduction

This document is our user interface design specification, created to guide our development of the program as well as be a visual reference from which we can all work from. In the chess tutor requirements, it states that the two main functions of this program are as follows.

1. To help users learn the valid moves in the game of chess, and to enforce those rules.

2. To allow to human players to use the game to play a game of chess.

## Purpose of this Document

The purpose of this document is to describe the main use cases of our program and give visual reference for each developer for the visual structure of the project.

## Scope

This document is for detailing the user specifications for this project by listing all of the needs of each type of user.

This document should be read by all project members and understood thoroughly by both the UI and systems programmers.

## Objectives

The objective of this document is to explain/list the typical users, list all the use cases and further detail how this will affect the development of the project. Finally, this document will go through all the error conditions to help avoid problems when it comes time to code the project.

# Typical users

## Beginner

The beginner will be new to chess, but not new to computers or Windows programs. The UI will need clear icons for each piece as well as the moves they can make, as this user may not know what can be done when selecting each from the board. There will also need to be a clear indication of which person is currently playing as well as which colour the user is.

## Expert

The expert will have a good understanding of chess and will not require much tutoring to get started with the program. However this player may have certain expectations when it comes to the UI, with things like drag and drop being expected when playing. It is also important to not clutter the UI for this type of user as they would become frustrated with hints that while helpful for beginners, would becoming irritating for a more experienced player.

# USe cases

## Beginner: Ref no. 01

### Shared use cases

UCB01 - Start new game

UCB02 - Pick colour

UCB03 - Select piece

UCB04 - Move piece

UCB05 - Remove piece from the board

UCB06 - Replace pawn with selected removed piece

UCB07 - Load game

UCB08 - Replay game

UCB09 - Quit

### Unique use cases

UCB10 - See all potential moves for selected piece

UCB11 - See previous move

UCB12 - See all removed pieces

UCB13 - Prompt castle swap move

## Expert: Ref no. 02

### Shared use cases

UCE01 - Start new game

UCE01 - Pick colour

UCE01 - Select piece

UCE01 - Move piece

UCE01 - Remove piece from the board

UCE01 - Replace pawn with selected removed piece

UCE01 - Load game

UCE01 - Replay game

UCE01 - Quit

# Error conditions

## How the user interface look

(IMAGE)

## Potential use case errors

UCB01 - Start new game

UCB02 - Pick colour

UCB03 - Select piece

UCB04 - Move piece

UCB05 - Remove piece from the board

UCB06 - Replace pawn with selected removed piece

UCB07 - Load game

UCB08 - Replay game

UCB09 - Quit

UCB10 - See all potential moves for selected piece

UCB11 - See previous move

UCB12 - See all removed pieces

UCB13 - Prompt castle swap move

REFERENCES

[1] Software Engineering Group Projects: General Documentation Standards. C.W. Loftus. SE.QA.03. 2.5 Release

DOCUMENT HISTORY

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