Software Engineering Group Project

Maintenance Manual

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# Introduction

## Purpose of this Document

## Scope

## Objectives

# Program description

This program allows a user to learn how to play chess, whilst taking turns against an opponent who can play and understands the rules. It allows the user to understand how pieces move, as well as the specific scenarios that can lead to special moves being played. The User Interface is also intuitive enough to help the user to understand how and where each piece can move.

# program structure

Methods listed in Section 4.4 of Design Specification Document [1].

# Algorithms

Significant algorithms include, move a piece, castling, enPassant, Update GUI, Test game, Check Checker, and Checkmate Checker. Details of these algorithms can be seen in section 5.3 of Design Specification Document [1].

# Main data areas

Details of main data areas explained in section 5.4 of design specification document [1].

# files

When saving a game, the program will create a save file containing the game’s current state, as well as all the moves that were made leading to the final saved game. The user can then select whichever game they want to continue or replay, by selecting their preferred game save file.

Micah – explain how files work.

# interfaces

Do we have any interfaces?

# suggestions for improvements

# things to watch for while making changes

# physical limitations of the proram

# rebuilding and testing

REFERENCES

[1] Software Engineering GP02 Project Design Specification Document

DOCUMENT HISTORY

| *Version* | *Issue No.* | *Date* | *Changes made to document* | *Changed by* |
| --- | --- | --- | --- | --- |
| 0.1 | N/A | 24-04-2023 | N/A – original version | JAB153 |
| 0.2 | N/A | 24-04-2023 | Added program description and simple file description | WIA14 |
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