

# Checkers

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## Instalation && Running the app

Download the zip file and start an http server (eg. python server, live server,...)

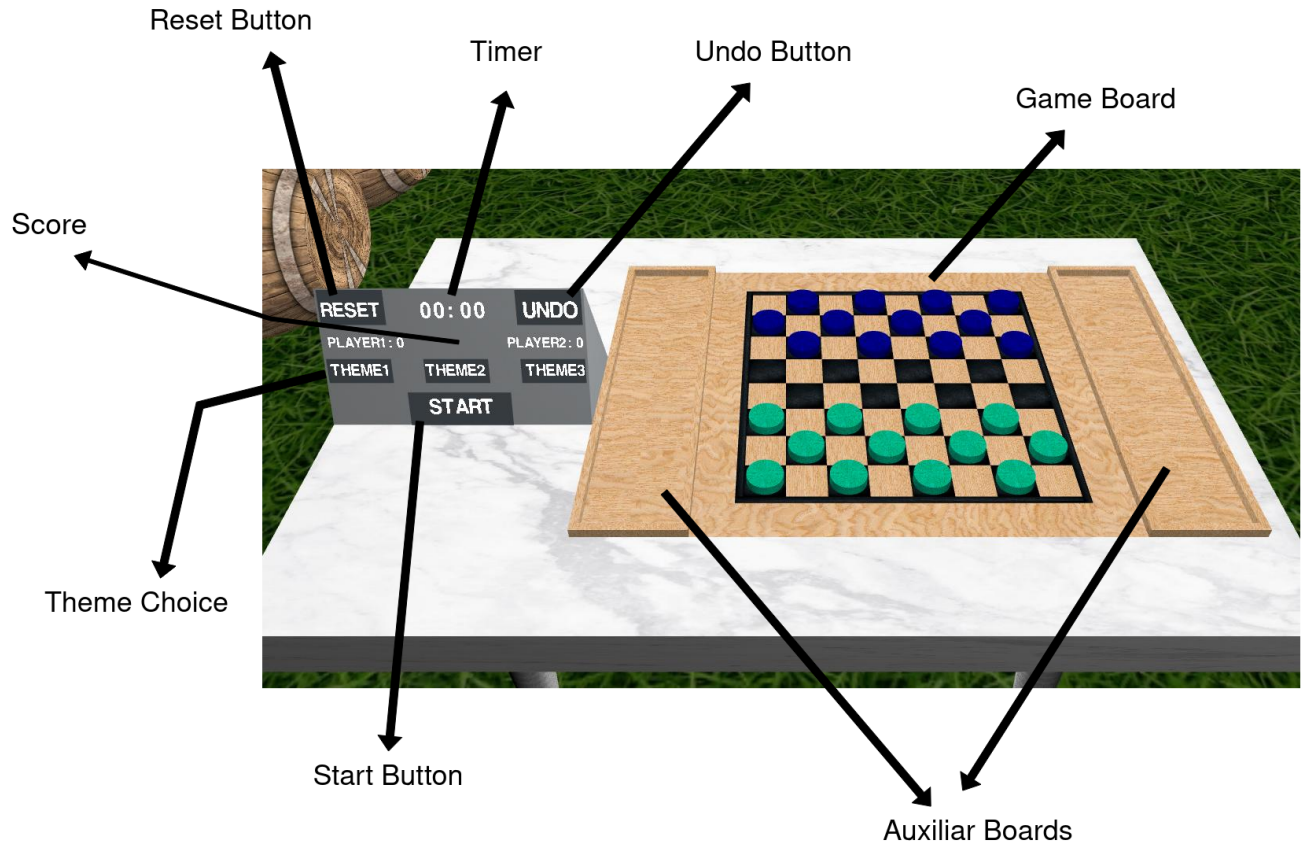
## Game Instructions

- Checkers is played by two players
- The pieces always move diagonally and single pieces are always limited to forward moves
- A piece making a non-capturing move may move only one square
- To capture a piece of your opponent, your piece leaps over one of the opponent's pieces and lands in a straight diagonal line on the other side. This landing square must be empty
- When a piece is captured, it is removed from the board
- Only one piece may be captured in a single jump, but multiple jumps are allowed on a single turn
- If more than one capture is available, then the player decides if he prefers this or not
- Single pieces may shift direction diagonally during a multiple capture turn, but must always jump forward (toward the opponent)
- When a piece reaches the furthest row, it is crowned and becomes a king
- One of the pieces which had been captured is placed on top of the king so that it is twice as high as a single piece
- Kings are limited to moving diagonally but can move both forward and backward
- Kings may combine jumps in several directions (forward and backward) on the same turn
- A player wins the game when the opponent cannot make a move

## Interface Instructions

- The user is able to choose which lights are enabled or not, in the scene.
- Also works for cameras, although the game cameras are automatically chosen.

# Game Board



- Start Button - Click to start a new game
- Reset Button - Click to stop the current game
- Undo Button - Click to undo the last move played
- Timer - Displays the game elapsed time
- Score - Displays the number of games won by each player
- Theme Choice - Each button represents a different theme. Click to load the theme.
- Game Board - Each player is able to perform a move by clicking on its own pieces. Only pieces which are allowed to move can be played in other words, only the pieces that have at least one valid move and belong to the current player can be chosen. When you chose a piece to move it will highlight and the game light will appear over that piece. Then the available moves will also be highlighted. A king is represented by 2 pieces on top of the other.
- Auxiliar boards - Used to stored 'eated' pieces from opponent.