**Improvements and Changes in *Ultimate Checkers***

In comparison to the previous version of *Ultimate Checkers* (UC), the user interface, and the game appearance has changed; the ability to save and load games have also been added. There is also an improvement in UC’s functionality.

Upon startup of the application, the user has a window consisting of 3 buttons to select from; *Start Game, Load Game* and *High Scores.* Selecting *Start Game* shows two more buttons – *Standard* and *Custom*, both of which function the same way the menu options in the previous version of the game do. Selecting *Load Game* functions as its name would suggest; UC loads the **most recent** user-saved game. Selecting *High Scores* would not do anything yet, as this button was not functional at the time of the writing of this analysis.

After the set-up process is complete on either game mode, the game reverts to the original style it had in the previous version of UC, but there are minor adjustments and new additions to the game window. Because the ability to choose game mode was in the initial start up window of the game, that option has been removed from the main menu, and two options are now introduced: *Save Game* and *Exit Application*. Selecting *Save Game* saves the game to the game directory, and **overwrites** any previously saved game; selecting *Exit Application* quits UC.

The improvement in functionality of UC is evident when the user starts playing the game; selecting a piece shows the location of the piece at the bottom of the checkerboard, and allows the user to perform valid moves. This includes jumping opponent pieces, becoming a king once the piece reaches the opposite side it started from, and moving backwards and forwards once becoming a king.