



Chess XIV

Version 1.0

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Glossary

Chess Pieces

Bishop – Can move diagonally across the board

King – Can move one step in any direction at a time

Knight – Can jump two steps forward plus one step sideways from current position

Pawn – Can move forward towards the end of the board but captures diagonally. Initially can move two steps forward, otherwise only one at a time

Queen – Can move horizontally, vertically, and diagonally across the board

Rook – Can move horizontally and vertically across the board

Chess Terminology

Castling – Special move in which the king moves two spaces toward the rook on either side, and the rook is placed on the opposite side of the king. This can only be done if the king and rook have not yet been moved and there are no pieces in between the two

Check – When the king can be captured by at least one enemy piece. In such a case, either the king must move out of check, the enemy piece must be captured, or another piece must block the king

Checkmate – When the king is unable to get out of check. This ends the game of chess

En Passant – Special move in which a pawn can capture the opposing pawn in the subsequent move if the opposing pawn moves forward two square instead of one to avoid capture

1: Computer Chess

1.1 Usage Scenario



Main Menu for the chess game – gameplay mode is selected here via the mode selection list.

1. MODE SELECTION LIST – three options for gameplay are provided. Each option is highlighted and available for selection when the mouse is hovered over it; left-clicking a highlighted option selects it.
 - a. One Player – human versus computer. See One Player Options Menu for more details.
 - b. Two Players – human versus human. See Two Player Options Menu for more details.
 - c. Advanced – additional settings for board setup and demo modes. See Advanced Options Menu for more details.

Player vs Computer Option

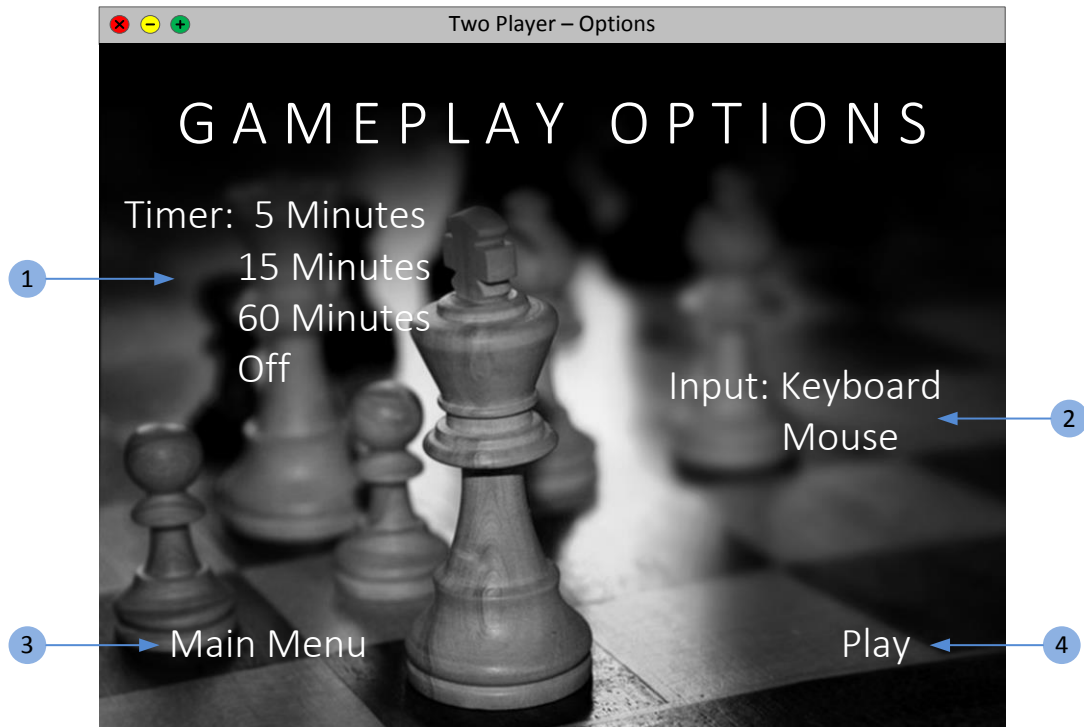


One Player Options Menu – all options for human versus computer game are selected here. Options are highlighted and available for selection when the mouse is hovered over them. Each of the four options must have a selection before the game commences; selecting “Play” before each option has a selection will result in an error screen. See Errors section for more details on error screens.

1. **DIFFICULTY** – left-click one of the three difficulty levels. This option determines the intelligence of the computer opponent. This option is available for One Player mode only.
 - a. Easy – computer makes legal moves without any strategy. In this mode, expect the computer to make seemingly random moves.
 - b. Moderate – computer makes legal moves, with strategy applied towards current turn. In this mode, expect the computer to make moves targeted towards capture of pieces.
 - c. Challenging – computer makes legal moves, with strategy applied 3 moves ahead. In this mode, expect the computer to make moves according to analysis and prioritization.
2. **TIMER** – left-click one of the four timer selections. This option determines the play clock duration. The shorter the duration, the more challenging the game is. If a players timer runs out before the opponent is checked, that player loses the game.
 - a. 5 Minutes – the shortest play clock duration used for a fast and challenging game.
 - b. 15 Minutes – a medium play clock used for reasonable play times with some degree of challenge.
 - c. 60 Minutes – a long play clock used for extended gameplay and little difficulty.

- d. Off – no play clock is used. With this selection, the game ends only once a player is checked or “Quit” is selected.
- 3. INPUT – left-click one of the two input method selections. This option determines how the player will move the chess pieces during gameplay.
 - a. Keyboard – the user manually types the piece to move into the Piece Input Window and types the destination into the Position Input Window; pressing the enter key registers the move. If a piece is moved illegally, an error screen will appear. See Errors section for more details.
 - b. Mouse – the user makes a move by hovering the mouse over desired piece, left-clicking, dragging piece to destination, and releasing the mouse button. If a piece is moved illegally, an error screen will appear. See Errors section for more details.
- 4. COLOR – left-click one of the two color selections. This option is available for One Player game only.
 - a. Black – the pieces for the human player are black and located at the top of the game board; the Player Window for black is located at the top left of the gameplay screen. Upon beginning the game, black moves second.
 - b. White – the pieces for the human player are white and located at the bottom of the game board; the Player Window for white is located at the bottom right of the gameplay screen. Upon beginning the game, white moves first.
- 5. MAIN MENU – left-click to exit the Options Menu and return to the Main Menu.
- 6. PLAY – left-click to proceed to gameplay. If the Difficulty, Timer, Input, and Color Options do not each have a selection, an error screen will appear. See Errors section for more details.

Two Player Option



Two Player Options Menu – all options for human versus human game are selected here. Options are highlighted and available for selection when the mouse is hovered over them. Each of the two options must have a selection before the game commences; selecting “Play” before each option has a selection will result in an error screen. See Errors section for more details on error screens.

1. **TIMER** – left-click one of the four timer selections. This option determines the play clock duration. The shorter the duration, the more challenging the game is. If a player's timer runs out before the opponent is checked, that player loses the game.
 - a. 5 Minutes – the shortest play clock duration used for a fast and challenging game.
 - b. 15 Minutes – a medium play clock used for reasonable play times with some degree of challenge.
 - c. 60 Minutes – a long play clock used for extended gameplay and little difficulty.
 - d. Off – no play clock is used. With this selection, the game ends only once a player is checked or “Quit” is selected.
2. **INPUT** – left-click one of the two input method selections. This option determines how the player will move the chess pieces during gameplay.
 - a. Keyboard – the user manually types the piece to move into the Piece Input Window and types the destination into the Position Input Window; pressing the enter key registers the move. If a piece is moved illegally, an error screen will appear. See Errors section for more details.

- b. Mouse – the user makes a move by hovering the mouse over desired piece, left-clicking, dragging piece to destination, and releasing the mouse button. If a piece is moved illegally, an error screen will appear. See Errors section for more details.
- 3. MAIN MENU – left-click to exit the Options Menu and return to the Main Menu.
- 4. PLAY – left-click to proceed to gameplay. If the Timer and Input Options do not each have a selection, an error screen will appear. See Errors section for more details.

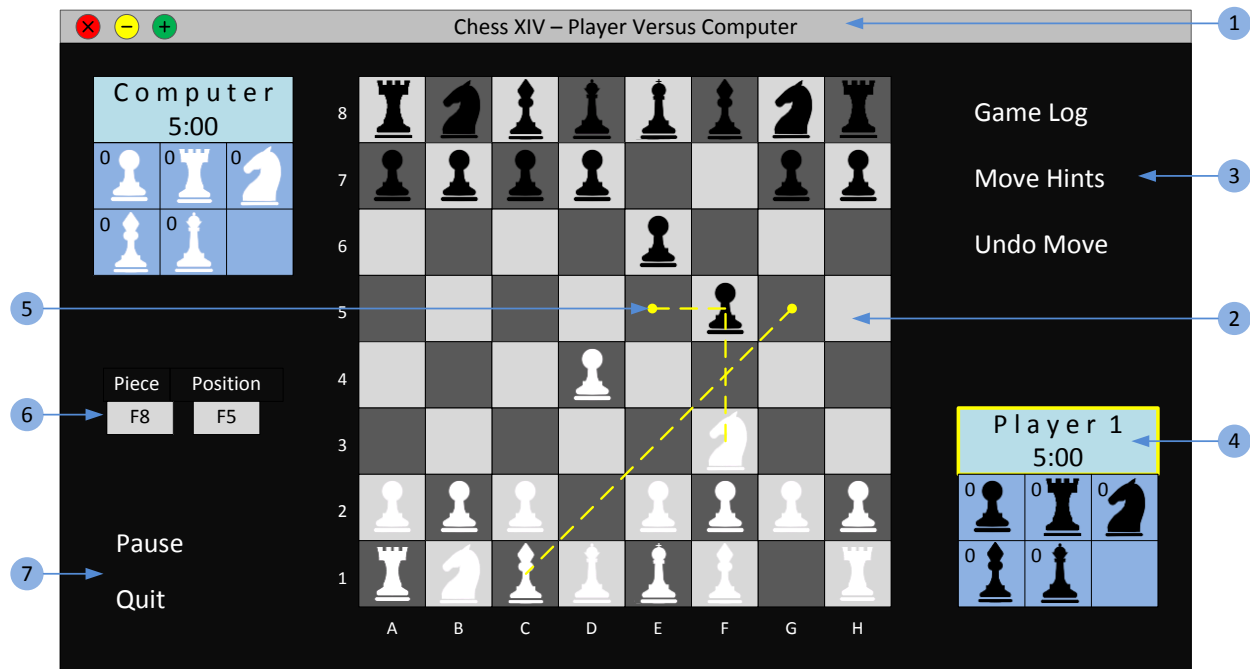
Advanced Option



Advanced Options Menu – the menu used for selecting advanced options. This menu is accessed from the Main Menu by selecting Advanced. Options are highlighted when hovered over with the mouse, and selected when left-clicking.

1. INTERACTIVE BOARD SETUP – option for manually configuring the arrangement of pieces on the Chessboard. Selecting this option prior to play will allow one to move and remove pieces, with the mouse, on the board. Once the board is arranged to satisfaction, pressing “Play” in the Gameplay Window will begin the game. This option is available for One Player, Two Player, and Demo modes. Hint: using this option with “Move Hints” will allow one to solve various published chess puzzles.
2. DEMO – option for selecting a computer versus computer game.

Player vs Computer Board



1. WINDOW TITLE –identifies the current location within the application. The screenshot above indicates a one-player game where the human is pitted against the computer.
2. CHESS BOARD – area where the game play occurs. Depending on Input option selected, pieces can be moved either with the mouse or by manually typing moves with the keyboard.
 - a. Moving with mouse – hover mouse over the intended piece to move and left-click to hold the piece. While holding button down, move mouse to desired position and release button. Illegal moves will invoke an error pop-up and the piece will return to its original position.
 - b. Moving with the keyboard – in the “Piece” input window, type in the desired piece to move by entering its coordinates i.e. F8; in the “Position” input window, type in the desired coordinate to move to and press return. Illegal moves will invoke an error pop-up and the piece will return to its original position. See #6 below for more information on the Piece and Position input windows.
3. PLAYER OPTIONS – additional in-play options available to the current player. These selections are highlighted and available for selection when the mouse is hovered over them.
 - a. Game Log – left-click to select. A plain-text document is generated with a log of the moves for the current game.
 - b. Move Hints – left-click to select. Possible wise moves for the current player are indicated on the board by dashed lines. See #5 below for more information on move hints.
 - c. Undo Move – left-click to select. This option will undo the last move executed.

4. PLAYER WINDOW – sub-window that reports all pertinent data for the player indicated at the top of the window. The bottom right window is always for the player using white pieces, and the top left window is always for the player using black pieces. Below the indicated player is the player's timer. Below the timer is the summary of captured pieces; each captured piece is represented by its respective icon and a number indicating how many of them have been captured.
5. MOVE HINT INDICATOR – dashed line that illustrates possible moves for the current player when the "Move Hints" button is clicked. The move indicator(s) originate from the center of the piece(s) suggested for moving; the indicators terminate with a dot at the center of the suggested destination.
6. INPUT WINDOWS – location for keyboard input of moves if "Keyboard" is selected in the gameplay options menu. See #2b above for instructions on manually moving a piece with the keyboard.
7. PAUSE and QUIT – additional in-play options available to the current user. Hovering over either option with the mouse will highlight it, making the option available for selection.
 - a. Pause – left-click to select. The current game timers are paused until the option is left-clicked again.
 - b. Quit – left-click to select. This option ends the current game and returns the user to the main menu.

1.2 Goals

The goal is to capture opponent's King by forcing checkmate position.

1.3 Features

Display:

- Interactive graphical user interface
- Choice of black or white
- Highlight of last move
- Highlight of legal moves

Gameplay:

- Timer
- Three level of difficulties: easy, medium and hard
- Move log
- Undo option
- Moves hints

2: Installation

2.1 System Requirement

- Hardware: PC Hardware (x86_64 server)
- Operating system: Linux OS (RHEL-6-x86_64)
- Dependent third party software:
 - i. gcc
 - ii. GNU make
- Dependent libraries:
 - i. SDL for graphical user interface
 - ii. Math library

2.2 Setup and Configuration

- The software comes in a tar.gz package. After downloading, extract the package by running:
`tar -zxvf ChessXIV.tar.gz`
- Change into the directory by running:
`cd ChessXIV`
- Compile the code by running (you'll need to provide root password):
`sudo make install`
- Run the program by running:
`ChessXIV`

2.3 Uninstallation

- From the ChessXIV directory, run (you'll need to provide root password):
`sudo make uninstall`

3: Chess Program Functions and Features

3.1 Choice of Difficulty

Easy Mode: Random valid move

Medium Mode: Look ahead 10 moves and find the best move possible

Hard Mode: Look ahead 20 moves and find the best move possible

3.2 User Interface

Come in different pages for option selection

Attractive and comprehensive display for an entertaining chess game

3.3 Move history

Show or store previous moves

3.4 Timer

Competitive play mode: Give each player a time limit of 5 minutes to makes their move

3.5 Undo

Let the player undo a move

3.6 Moves Hints

Give hints on what moves is available

3.6 Gameplay Mode

Allow you to choose Player vs Computer, Player vs Player, Computer vs Computer or preset board

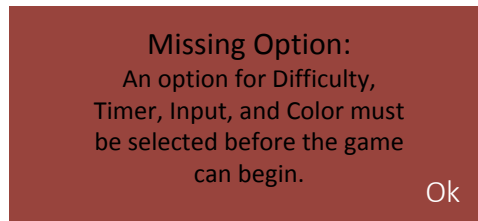
Back Matter

Copyright

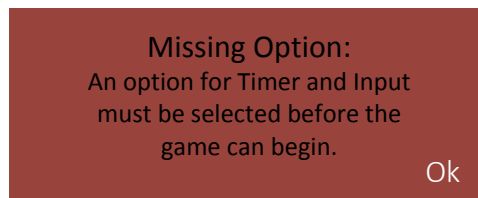
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Error message

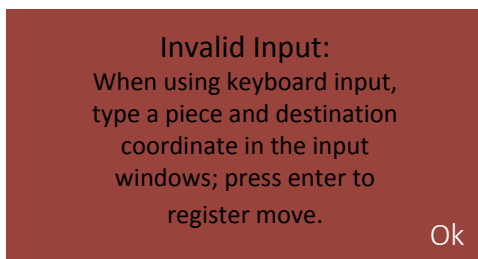
Error message for 1 Player Options Menu – all options require a selection prior to playing.



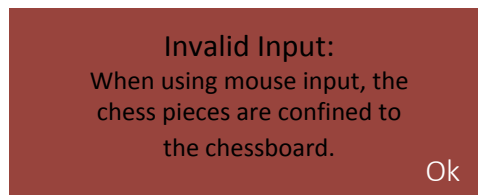
Error message for 2 Player Options Menu – all options require a selection prior to playing.



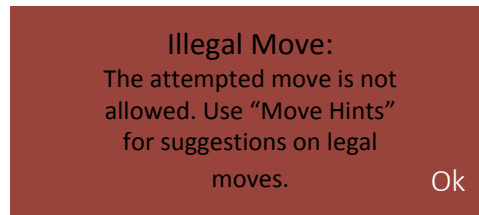
Error message for invalid keyboard input – both input windows require valid standard notation entries to register a move.



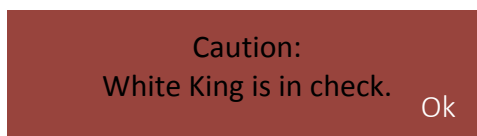
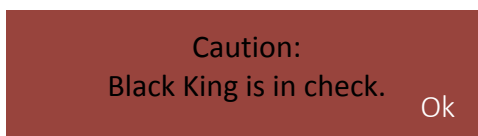
Error message for invalid mouse input – with the exception of removing pieces from the board in setup mode, pieces cannot be placed outside of chessboard.



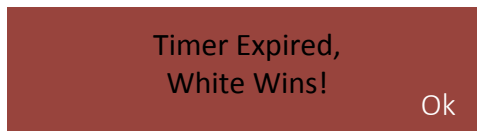
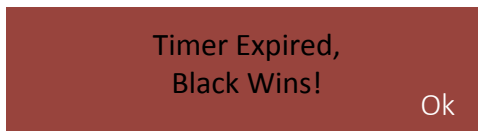
Illegal move message – any move that isn't allowed by piece ability or position will elicit this message. This includes capturing one's own piece, moving in a manner that places one's own king in check, and attempting to castle when the path of castling is threatened.



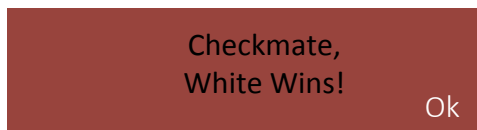
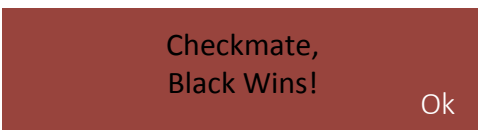
King is in check message – depending on the color you play one of these messages appear when your king is in check.



Timer expired message – depending on the color you play, one of these messages appear when your timer has counted down to zero.



Checkmate message – depending on the color you play, one of these messages appear when your king is checkmated.



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