



# P2

DedicatedRams

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# The user stories we worked on

## 2. As a user, I need to register to the system or login

Notes	<ul style="list-style-type: none"><li>- User can register with a unique username and password</li><li>- Username should allow certain special characters</li></ul>
Acceptance Criteria	<ul style="list-style-type: none"><li>- A username should be longer than 3 alphanumeric characters and contain no spaces</li><li>- Users must have unique user names</li><li>- Users must have a valid email address</li><li>- A user password must be at least 7 alphanumeric characters</li><li>- A user must submit an email, a password, and a username when creating an account.</li><li>- When a user is logging in they must use the password they input for account creation.</li></ul>

## 4. As user I would like to start a game

Notes	<ul style="list-style-type: none"><li>- Once game is started, all logic should be done on the Client side until saving/updating game established (asynchronous).</li></ul>
Acceptance Criteria	<ul style="list-style-type: none"><li>- Starting a game opens the game (chessboard) and the game begins</li></ul>

## 1. As a user, I can play plunder chess

Notes	<ul style="list-style-type: none"><li>- A user should receive dialog when they plunder a piece, and should receive dialog to use that plundered move</li><li>- The game should tell you what legal moves a ChessPiece can make</li><li>- The board should look the same for both players (i.e. the player should always be the on the bottom of the game screen.</li></ul>
Acceptance Criteria	<ul style="list-style-type: none"><li>- The game and its pieces follows the rules of Chess and Plunder chess.</li><li>- Players are not allowed to move pieces illegally and illegal moves don't change the state of the game.</li><li>- A player should only be able to move a piece during their turn.</li><li>- A player should be notified when they can plunder a move, and if they want to use that plundered move.</li><li>- A game should end with a winner and a loser, or be a draw.</li><li>- The game should notify users when a player is in check.</li><li>- A game should also provide users with a GUI to play Plunder Chess</li><li>- The GUI should include methods to get input from the user to control the game logic</li></ul>

# Recap of Plunder Chess



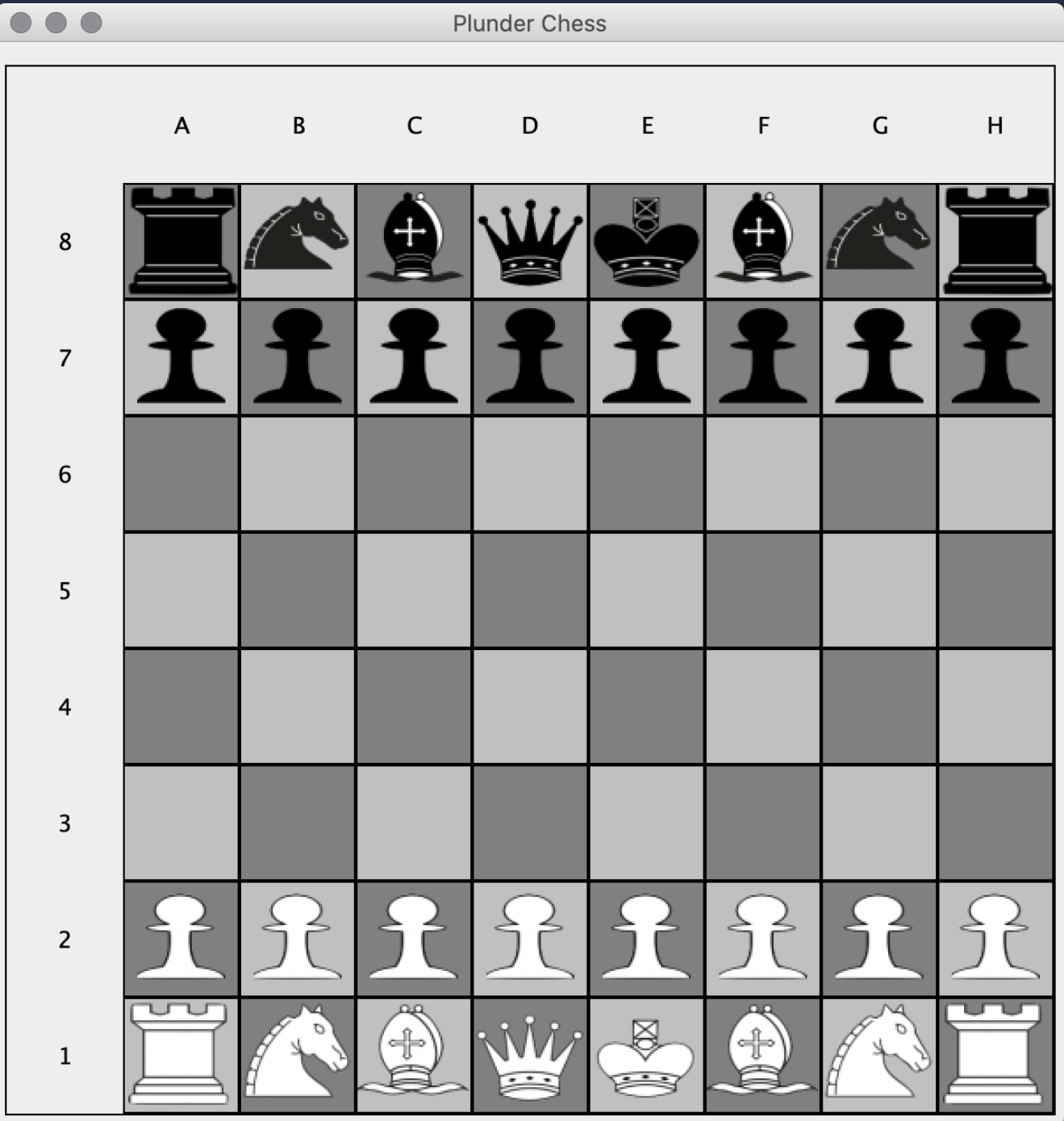
“Plundering” occurs when a chess piece captures an opposing piece and immediately “plunders” additional movement from the piece it captured.



Plundering is optional, but when a user elects to do so, their piece obtains a vest that corresponds with the new moves.



Plundered movement can only be used once, after a piece uses it, they lose their vest.



# Chessboard User Interface

# Placeholder for demonstration of movement



# Plundering



# Video footage of plundering



# Registering and Logging in



A screenshot of a login window titled "Login Screen" for the game "X-Game: Plunder Chess". The window has a light gray background and a title bar with three window control buttons. The title "X-Game: Plunder Chess" is displayed in a large, bold, italicized serif font. Below the title, there are two input fields: "Nickname:" and "Password:". The "Nickname:" field has a small cursor at the end. Below the password field, the text "Need to Register?" is displayed in a smaller, italicized font. At the bottom, there are two buttons: "Login" and "Quit".

Login Screen


***X-Game: Plunder Chess***

Nickname:

Password:

*Need to Register?*

Login Quit



A screenshot of a registration window titled "Register" for the game "X-Game: Plunder Chess". The window has a light gray background and a title bar with three window control buttons. The title "Registration" is displayed in a large, bold, italicized serif font. Below the title, there are three input fields: "Nickname:", "Email:", and "Password:". The "Nickname:" field has a small cursor at the end. At the bottom, there are two buttons: "Register" and "Cancel".

Register

***Registration***

Nickname:

Email:

Password:

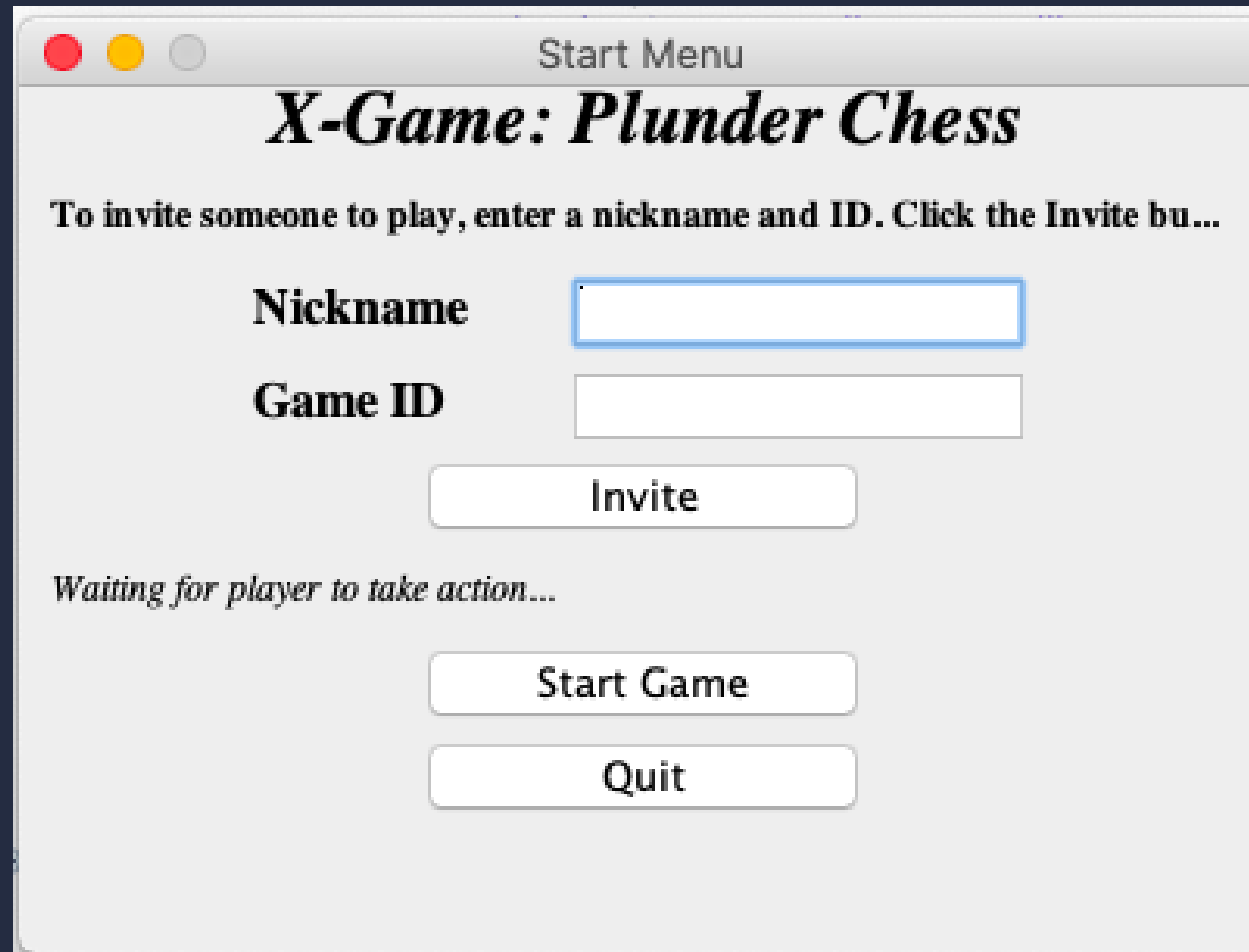
Register Cancel



# Footage of login and register



# Game Client



Start Menu

## ***X-Game: Plunder Chess***

To invite someone to play, enter a nickname and ID. Click the Invite bu...

**Nickname**

**Game ID**

Invite

*Waiting for player to take action...*

Start Game

Quit

# Footage of start menu



# Behind the Scenes

