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	- User can register with a unique username and password - Username should allow certain special characters
Acceptance Criteria	- A username should be longer than 3 alphanumeric characters and contain no spaces - Users must have unique user names - Users must have a valid email address - A user password must be at least 7 alphanumeric characters - A user must submit an email, a password, and a username when creating an account. - When a user is logging in they must use the password they input for account creation.

4. As user I would like to start a game

Notes	- Once game is started, all logic should be done on the Client side until saving/updating game established (asynchronous).
Acceptance Criteria	- Starting a game opens the game (chessboard) and the game begins

1. As a user, I can play plunder chess

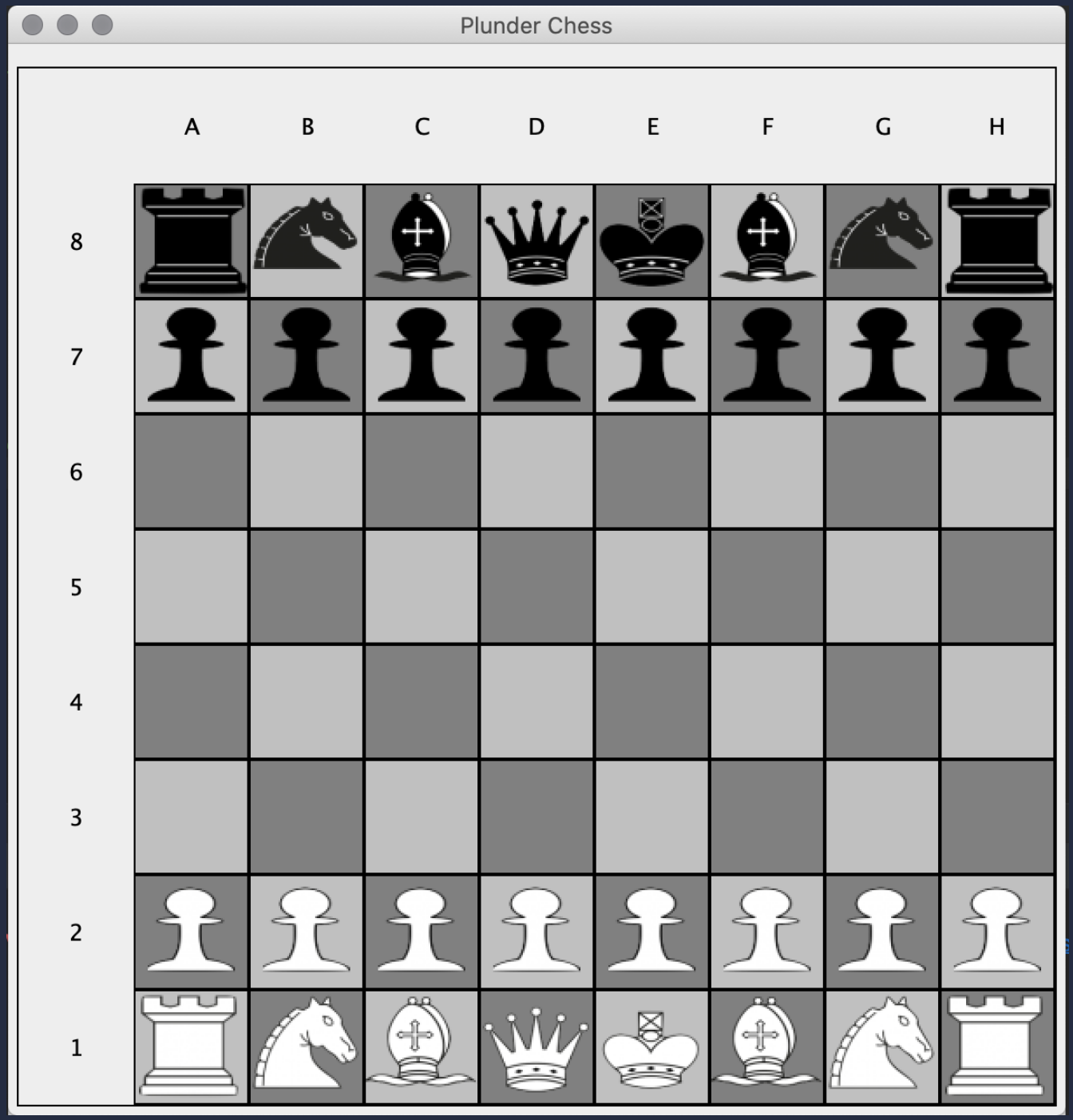
Notes	- A user should receive dialog when they plunder a piece, and should receive dialog to use that plundered move - The game should tell you what legal moves a ChessPiece can make - The board should look the same for both players (i.e. the player should always be the on the bottom of the game screen.
Acceptance Criteria	- The game and its pieces follows the rules of Chess and Plunder chess. - Players are not allowed to move pieces illegally and illegal moves don't change the state of the game. - A player should only be able to move a piece during their turn. - A player should be notified when they can plunder a move, and if they want to use that plundered move. - A game should end with a winner and a loser, or be a draw. - The game should notify users when a player is in check. - A game should also provide users with a GUI to play Plunder Chess - The GUI should include methods to get input from the user to control the game logic

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

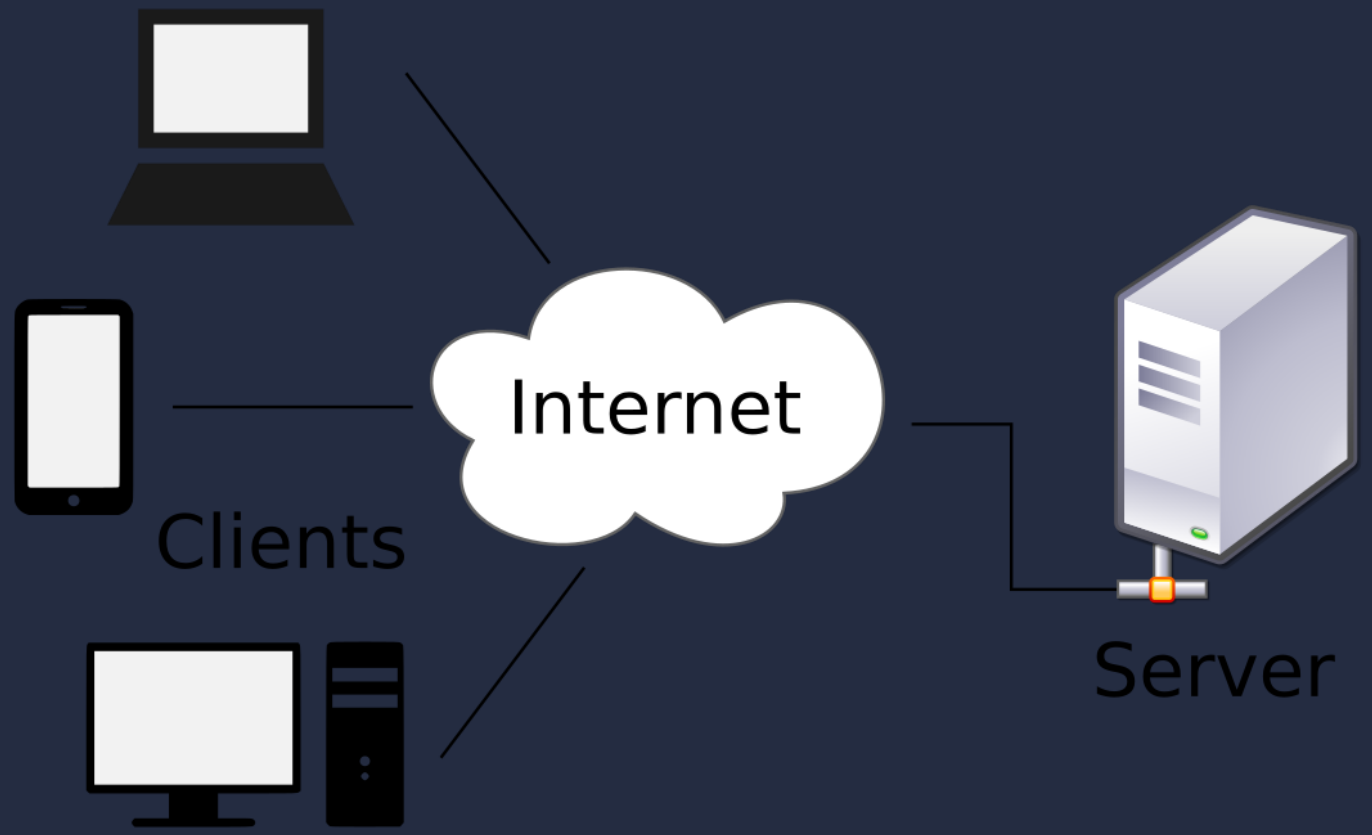
Video footage of plundering

Registering and Logging in

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