Release Notes

King Me

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King Me Release Notes

Introduction

The document communicates the major new features and changes in this release of the King Me checkers game. It also documents known problems and workarounds.

# About This Release

To participate in a game, you and the other player must be on the same network.

Run the Client .exe and host a game to start a server

If someone has started a server on your network, you may join their game

Click on a piece, select a valid location to jump to, and click Submit to complete a turn

Normal movements, jumps, and multi jumps are all possible

Players can win, lose, and tie a game

# Compatible Products

This product has been tested on the following platforms or with the following products:

* Windows 10

# Upgrades

We currently use GitHub to release the product. To update the code, push all changes and merge into develop. Validate with our testing, then merge into Main branch.

# New Features

The following new features appear in this release:

* Bug fix where a piece normally moving with an invalid submit would use up a turn
* Correct colors for board squares and checker pieces
* New image for king

# Known Bugs and Limitations

## General Note

Can only connect on the same network

## Quitting a Game as Host

Quitting a game before it is over makes it so that you cannot start a new game until the server is manually closed