BSC – HGP - Project

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UI Design Document & Report

# Division of Work

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**Student Name2**: Khusmanda Ramanjooloo **Student Number2:** 2953316

Please complete the sections below with regard to the estimate of the division of work between the two partners

If the work was split in the range of 45% to 55% per partner, then that is fine and simply say “Work was evenly divided”. If this was not the case, then state with a summary sentence. This is the important statement of this file.

Division of work: Work was evenly divided

## Percentage of work completed by each partner on each class / task

Some areas require more work than others, so this is only for reference. An average of these values will not be calculated.

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| **Filename / Task** | **Student Name 1** | **Student Name 2** |
| Go File | 40% | 60% |
| Go Board | 55% | 45% |
| Go GameLogic | 50% | 50% |
| Go ScoreBoard | 45% | 55% |
| Go Piece | 60% | 40% |
| System design | 55% | 45% |
| Learning about ules of draughts | 50% | 50% |

# Screen Shots of Working/Not Working Features

**N.B. Be sure to comment what is working and not working for each of the tasks. The boxes should be expanded to contain the content.**

All code should be testable where possible and error message should be displayed to show where code has failed.

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| **Task 1 (1 image with description + what is working/not working)** |
| * **Location:**   The game Application take the centre of the screen. The board is placed on the left-hand side of the screen. It takes three quarter of the size of the application screen. This is because the board is where the layer would be concentrating most of the time.   * **Size:**   The board is a 7 by 7 board with a little space continuing the board on the right and bottom. The half of the 8th grid is there so that the stone on the 7th grid can be seen properly.   * **Colour:**   The board is light brown in colour with black lines showing board grid. The board has a background colour of black which is reflecting on the board as black lines.   * **Style:**   The grid has a dense1 pattern which are dots that covers the grid. The dots make the board look more real and look better.   * **ScoreBoard:**   The scoreboard light greyish green in colour. The labels take three-quarter of scoreboard space in height. |

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| **Task 2 (6 images of working Menus/buttons/Labels including description + what is working/not working)** |
| 1. **Help Button**  * **Location:**   Help button is found on the top side of the application on a menu bar.   * **Colour:**   The colour of the writing is black on a white menu bar so that it can be easily seen.   * **Style:**   The writing is in bold and has a font-size of 20px.  The menu bar also has a black border with 1px of thickness.   * The help button displays a message box with how to play the game and the shortcut accesses as shown below.      1. **Prisoners Captured**  * **Location:**   Prisoners Captured can be found on the right side of the screen on the scoreboard. It has how many players white has captured and how many players black has captured.   * **Colour and Style:**   The titles are written in black and are bold. The numbers that are captured are also written in black. The ScoreBoard is light greyish green in colour.   * Prisoners captured uses QLabel to display information.      1. **Territories**  * **Location:**   Territories are found on the right side of the screen on the scoreboard.   * **Colour and Style:**   The titles of territories are written in black and are bold. The number of territories taken are in simple black writing. The ScoreBoard is light greyish green in colour.   * Territories taken uses QLabel to display information      1. **Players turn**  * **Location:**   Players turn are shown on the right side of the screen on the scoreboard.   * **Colour and Style:**   The title of turn is written in black and are bold. The player’s turn is written in simple black saying whether its turn for black or white. The ScoreBoard is light greyish green in colour.   * Players turn uses QLabel to display information      1. **Pass**  * **Location:**   Pass button is found on the top side of the application on a menu bar.   * **Colour:**   The colour of the writing is black on a white menu bar so that it can be easily seen.  The notification box has a light greyish green colour as background with a black bold writing.   * **Style:**   The writing is in bold and has a font-size of 20px.  The menu bar also has a black border with 1px of thickness.   * The pass button displays a dialog box with a message that the player has passes a turn.      1. **Reset**  * **Location:**   Reset button is found on the top left side corner of the application on a menu bar.   * **Colour:**   The colour of the writing is black on a white menu bar so that it can be easily seen. The notification box has a light greyish green colour as background with a black bold writing.   * **Style:**   The writing is in bold and has a font-size of 20px.  The menu bar also has a black border with 1px of thickness.   * The reset displays a notification that the game has been reset. |
| **Task 3 (2 images + what is working/not working)** |
| **Placement of stone using mouse click**   * **Location:**   The stone are placed on the board.   * **Colour and Shape:**   There are black stones and white stones. Black stone plays first on the board. The stone are circular in shape filled with the stone colour. |

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| **Task 4 (2 images + what is working/not working)** |
| **Placement of stone in valid location- suicide rule**   * **Location:**   A dialog box is shown in the middle of the board, giving a message that it is a suicide move and it is not allowed.   * **Colour:**   The writing in the box is black and bold. It has a background colour of greyish green just like the Scoreboard. |

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| **Task 5 (2 images + what is working/not working)** |
| **Placement of stone in valid location- KO rule**   * **Location:**   A dialog box is shown in the middle of the board, giving a message that it is a KO move, and it is not allowed.   * **Colour:**   The writing in the box is black and bold. It has a background colour of greyish green just like the Scoreboard. |

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| **Task 6 (2 images + what is working/not working)** |
| **Capture of single stone**   * **Location:**   Stones are captured by their opponent when they do not have any liberties left or they have been surrounded. The capture occurs on the board and is recorded on the ScoreBoard.   * **Notification:**   A notification appears on the screen when a stone is captured.  If a white stone is captured by black it is recorded in Black Captured as black captured that stone and the number in capture increases by 1. |

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| **Task 7 (2 images + what is working/not working)** |
| **Capture of Multiple Stone**   * **Location:**   Stones are captured by their opponent when they do not have any liberties left or they have been surrounded. The capture occurs on the board and is recorded on the ScoreBoard.   * **Notification:**   A notification appears on the screen when a stone is captured.      **NOT WORKING:**  The game is not capturing multiple stone, it is capturing only single stone even when there are multiple stones to be captured. |

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| **Task 8 (2 images + what is working/not working)** |
| **Winner detection**  After two consecutive Pass the game ends with a notification of Game Over, followed by Scores and the declaration of winner. |

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| **Task 9 (2 images + what is working/not working)** |
| **Additional Feature: Timer**   * Location: The timer is on the right-hand side of the screen on the scoreboard. * The timer gives a time limit of 2 min (120 seconds) for each player to place a stone * The image below shows that black whose turn it is currently has 120s to play his move. |