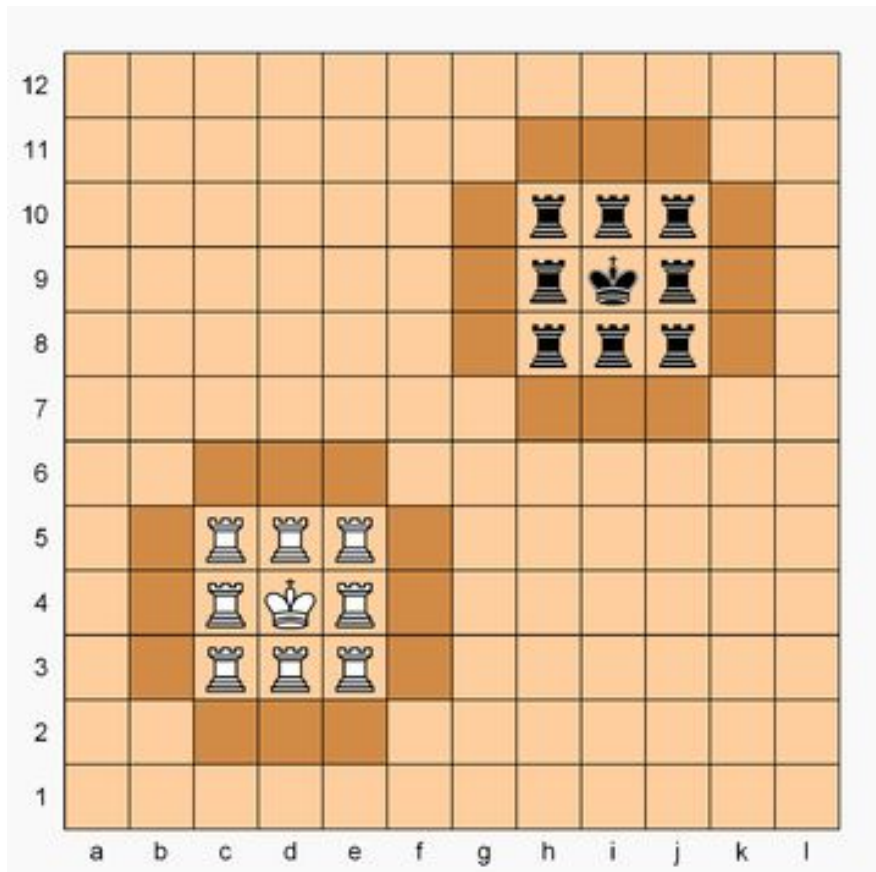# Chad

Team WareWolves

A Simple and Elegant game of
Tactical and Strategic depth

♜ Chad: Game Overview

- Played on a 12x12 gameboard with two 3x3 'castles' .
- Castles are surrounded on all four sides by 'walls'
- Each player has 8 rooks and one king which start in their own castle.

- Rooks are promoted to queens if they enter their opponent's castle.
- The king cannot leave its castle.
- The king moves as a combination of the king and knight in normal chess.
- A player wins by forcing a checkmate on the opponent's king.
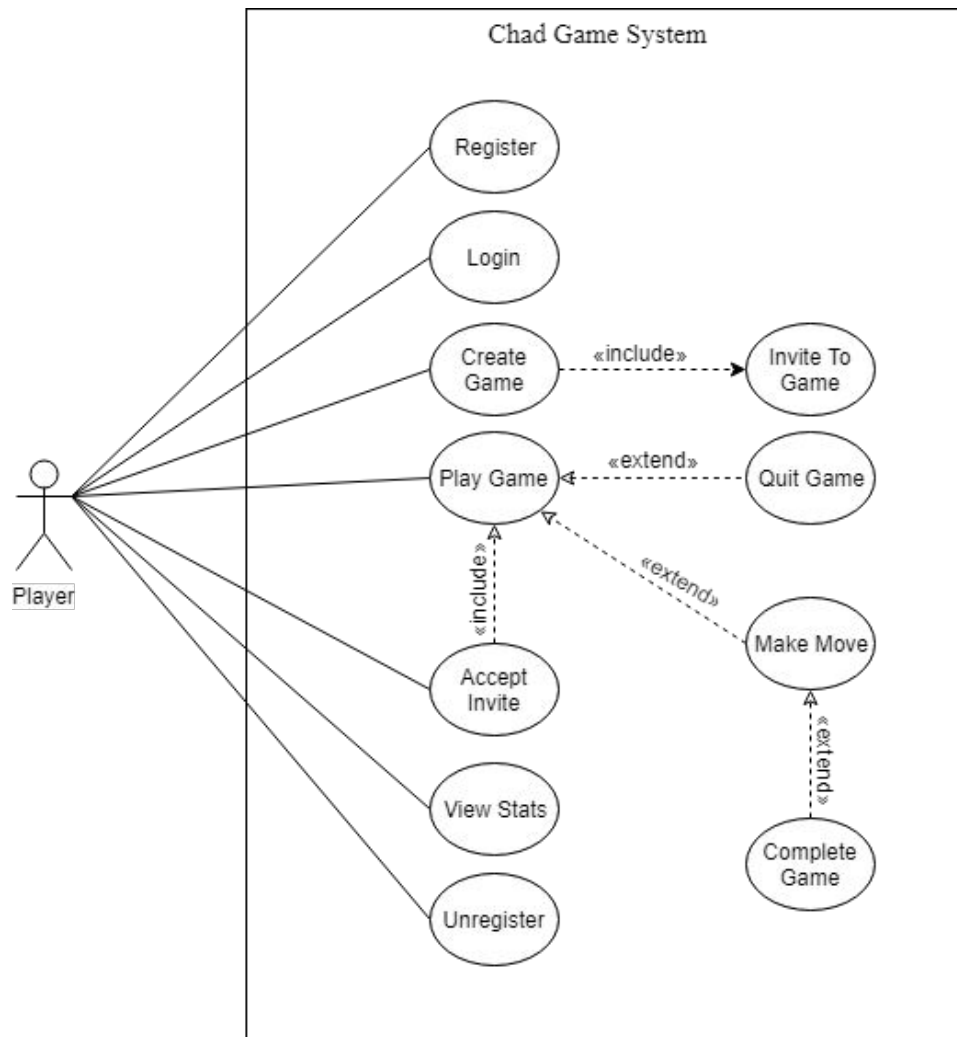
♜ Capturing and Checking in Chad

- The mutual right of capture exists between two pieces only when:
  - A piece is on an enemy wall
  - The other is inside their castle
- Only King captures pieces inside castle
- Check happens when a King is in line with another piece, regardless of walls

♜ Design Decisions

- Players login into game server to play the game
  - New player receives email when creating new account.

- A stand alone client is used by the players

- Initial implementation will use a CLI for player interactions
  - Our goal is to convert using JavaFX for a GUI.

- The current state of the game is saved on the server
  - Players can have multiple ongoing games.

Chad Game System

Player

- Register
- Login
- Create Game
- Play Game
- Accept Invite
- View Stats
- Unregister

Invite To Game

Quit Game

Make Move

Complete Game

Create Game «include» Invite To Game

Quit Game «extend» Play Game

Accept Invite «include» Play Game

Make Move «extend» Play Game

Complete Game «extend» Make Move

♜ Use Case: Register User

Use Case ID	P-01
Use case name	Create account
Overview	The player can create an account in the system using an email, username, and password
Primary actors	Player
Secondary actors	None
Pre-conditions	The Player does not already have an account
Main flow	1. The Player enters a username, email, and password 2. System checks that email not already in use. 3. System checks that username not already in use. 4. System verifies user email exists 5. System makes new User record 6. System sends confirmation email 7. Player is logged in and receives confirmation email
Post-conditions	The Player has an account in the system and is logged in.

Register User Flow

New User | System

New User enters Email and password

System verifies email not already registered

System verifies username not already registered

System verifies email exists

System makes new user record

System sends confirmation email

User receives confirmation email

User logged into new account
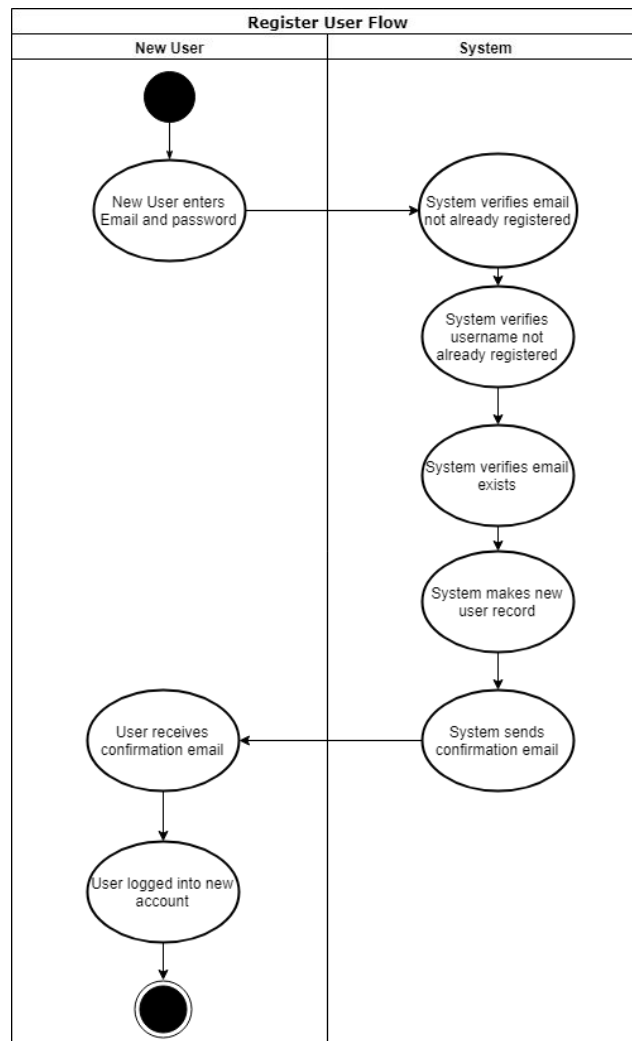
♜ Stretch Goals

AI

- Provide a computer opponent for a player to play against.

- The AI should be able to play a semi-logical game, not just random moves.

Chat:

- Provide chat window within Game Board view

- Allow for live feedback and communication with the opponent

- Possible log chats for game and reload the previous chats when loading an in progress game

Questions?