

SGI - Checkers - User Manual



Introduction

Welcome to the Checkers 3D Game.

This document explains how to run the application and the basics of its usage.

How to run

The developed web application uses the WebGL API that is available in most modern browsers. It depends on the WebCGF that is already included in the source files.

FEUP Server

The application is available from the FEUP server following the URL:

<https://paginas.fe.up.pt/~up201905951/sqi/tp3/>

Local server

You can fire up the application in your local machine using a local server. With Python 3:

```
python3 -m http.server
```

And go to <http://localhost:8000/tp3/>.

User instructions

This section assumes that you know checkers' rules. If you don't, please [check them out](#).

Loading the application and switching scenes

When loading the application, the first scene, the comfortable living room, is already loaded. You can travel, i.e. switch scenes at any time using the *TRAVEL* button in the board's pickable buttons.

Starting a new game

You can start the game by clicking on the *START* button. A modal will appear, allowing you to choose game settings: initial scene, whether to display move hints and move time.

Making a move

When an active game is being played, time is actively being discounted from the current to play player. Hurry up to play so that you don't lose on time!

To make a move, tap on the desired piece. It will illuminate and, if you have enabled move hints, possible move squares will be highlighted in green. You can then tap on the final square to make a move. The piece will animate to its new position and the camera will automatically switch to the next player's perspective.

Watching the game movie

You can watch the game replay at any time by pressing the *WATCH* button. While viewing the game movie, you can *END* at any time to return to the game.

Undoing a move

You can undo your last move by pressing the *UNDO* button. Don't worry about dealing with captured pieces' revival: it is handled automatically for you.

Manual rotating the camera

You can manually rotate the camera by pressing the *CAMERA* button. Doing so will not stop the camera from rotating automatically in the next moves.

Ending the game

You can end the game at any time by pressing the *ABANDON* button. You can then start over.

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