

This is a basic chess clock for a timed chess game

The first display is the clock window which contains the last configuration of the clock used.

The last config is stored in helo.csv. This is done since if the game closes unexpectedly by random clicks or exit then it can be retrieved.

Then there is alternating color change to indicate the move.

There also exists white panel and black panel with indication to know who is black and white. Also have pause/resume button, exit button and refresh button

Pause and resume button used to pause and resume which allows user to pause if needed

Refresh button is used to reset the values. If a new game is created and we do not want to create a new version every time.

Exit button is used to move back and forth to timer page and creating page
While exit button is called the game is automatically paused

Also in refresh button we have a popup which is beneficial since if a player touches the refresh button by mistake so it asks if want to refresh. If given yes then it is refreshed

Then the button color keeps changing and becomes red if time becomes zero, after which either cant play.

So refresh creates a new version of the game or exit and creation or existing use of history can be used

Exit button leads us to a another page which contains move to timer button and new game creation button

In new game creation button u can set white time, black time and also the corresponding increments

Once the set button is pressed it asks for confirmation using a new popup

We also have history of games which contain games which were created. Since all cannot be displayed top ten created times are displayed in last to first created order.

So clicking on the history allows u to set the time associated with the history. It again asks for a conformation (popup) on giving yes allows to the timer window values set. So u can keep toggling between timer window and creation window

Additions:

login and signup(not much useful)

absorbing the white black time interval for each move in every game(data collection) to predict winner.

more complicated modes of clock

settings page to allow the user to customize the layout in buttons and history

more features to handle history

add more graphics and pictures

Mistakes done:

handled time variable very bad leading to a cumbersome code

ideally should revamp so that if i could represent and handle time variable in all situations then the code will become shorter

Too much reluctance in the initial part and not trying to think the source of problem but wander around like without focus

could have done little more if managed time well

Learning Curve:

New experience since I have not worked much in graphics and widgets.

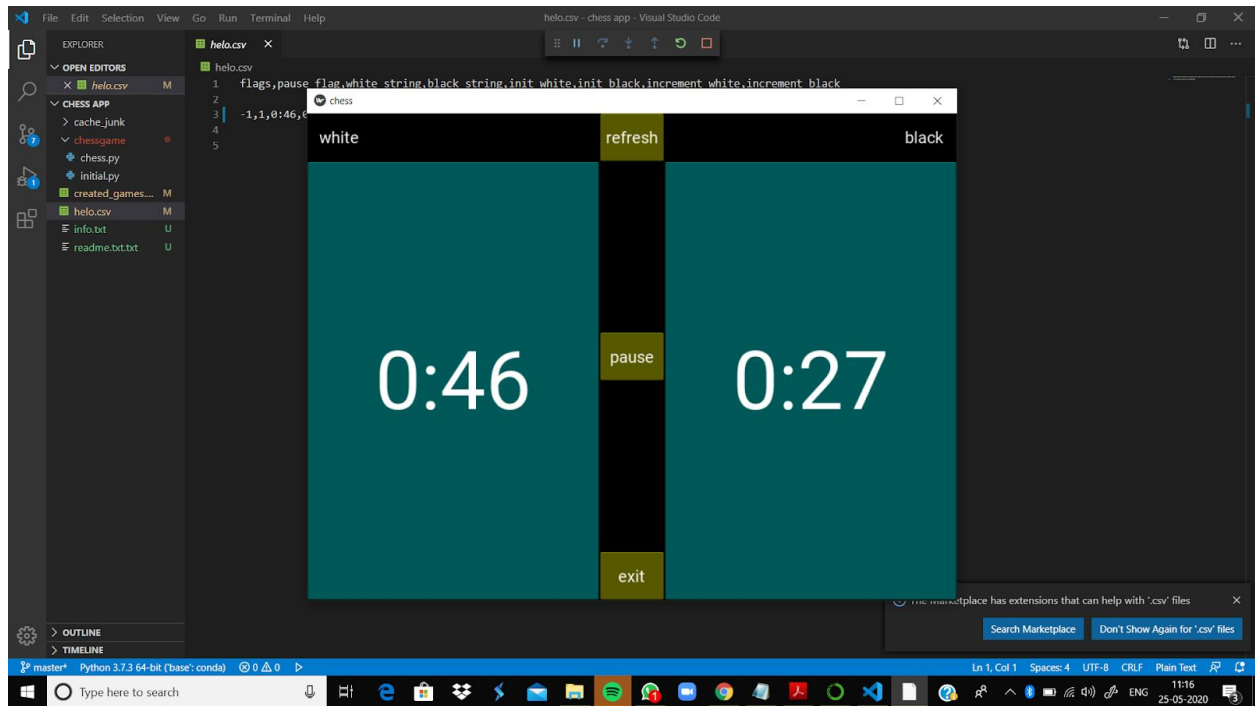
Learning how to learn and debug independently

Since i was alone i completely debugged everything without help which is not possible if with friends

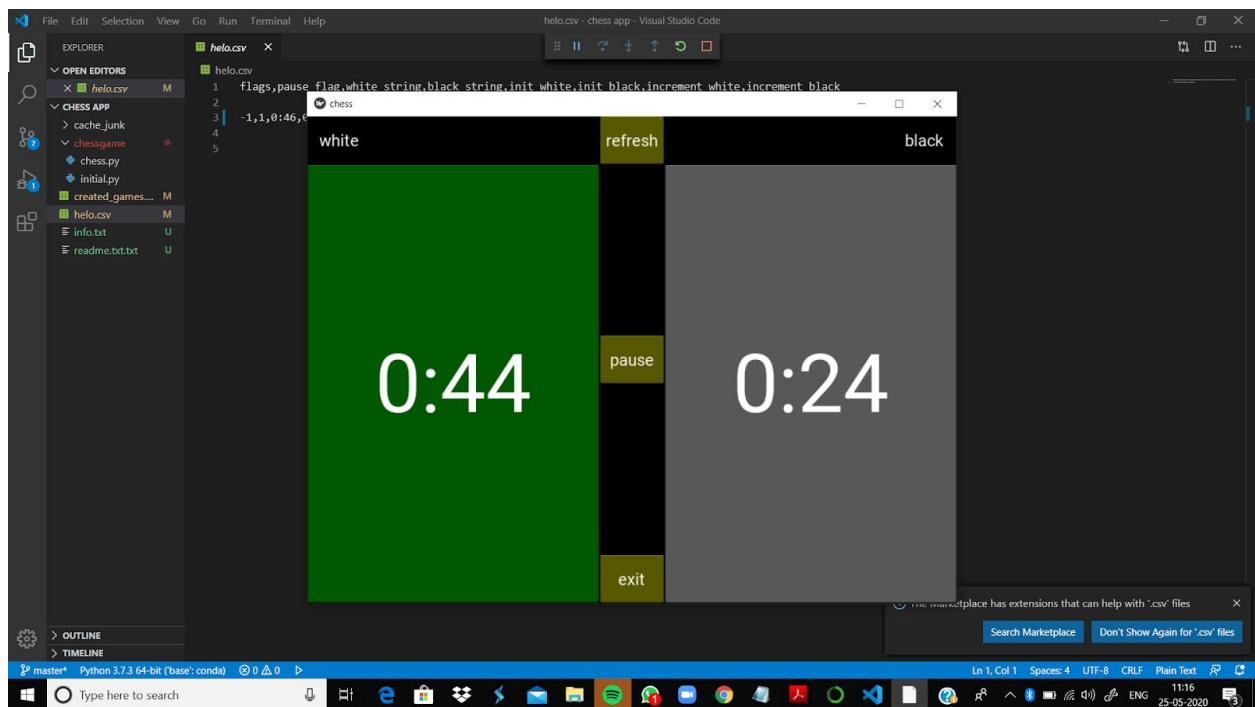
Increased confidence to do developement about which i was very reluctant in the first place

Learning to code more length of code and debug everytime

The game starts and both colour are blue but only who is to play can press:

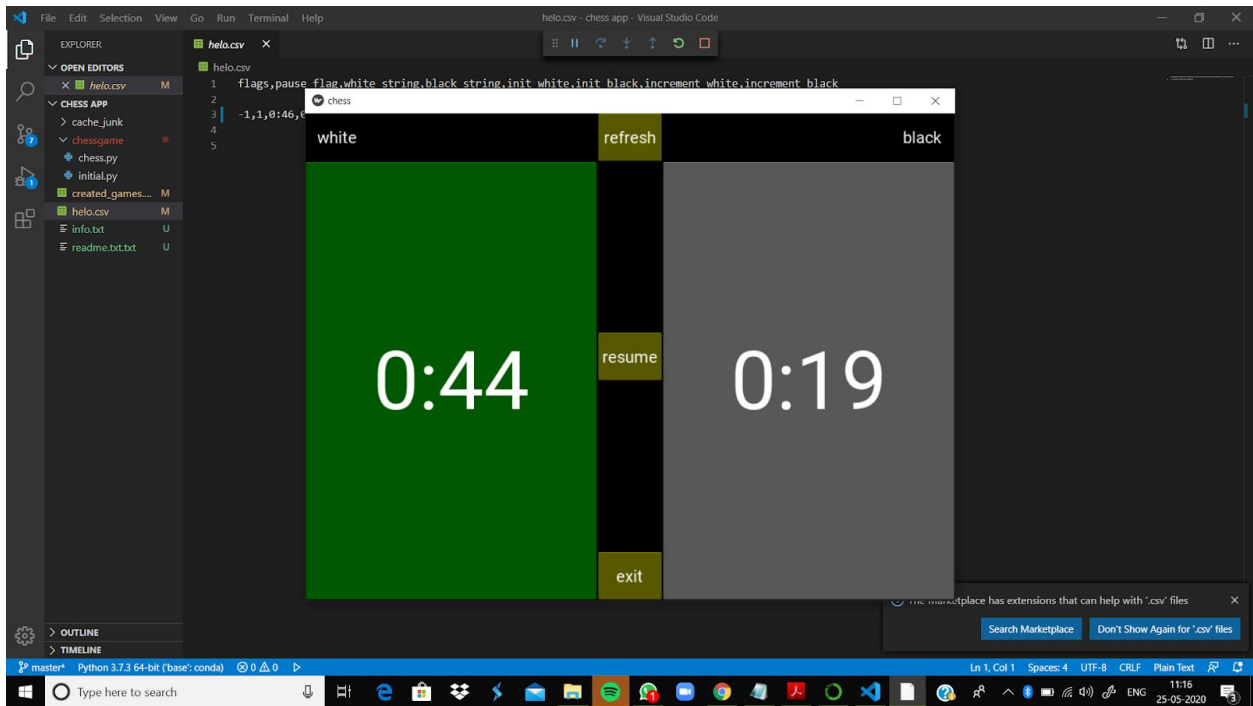


Now the game starts and :

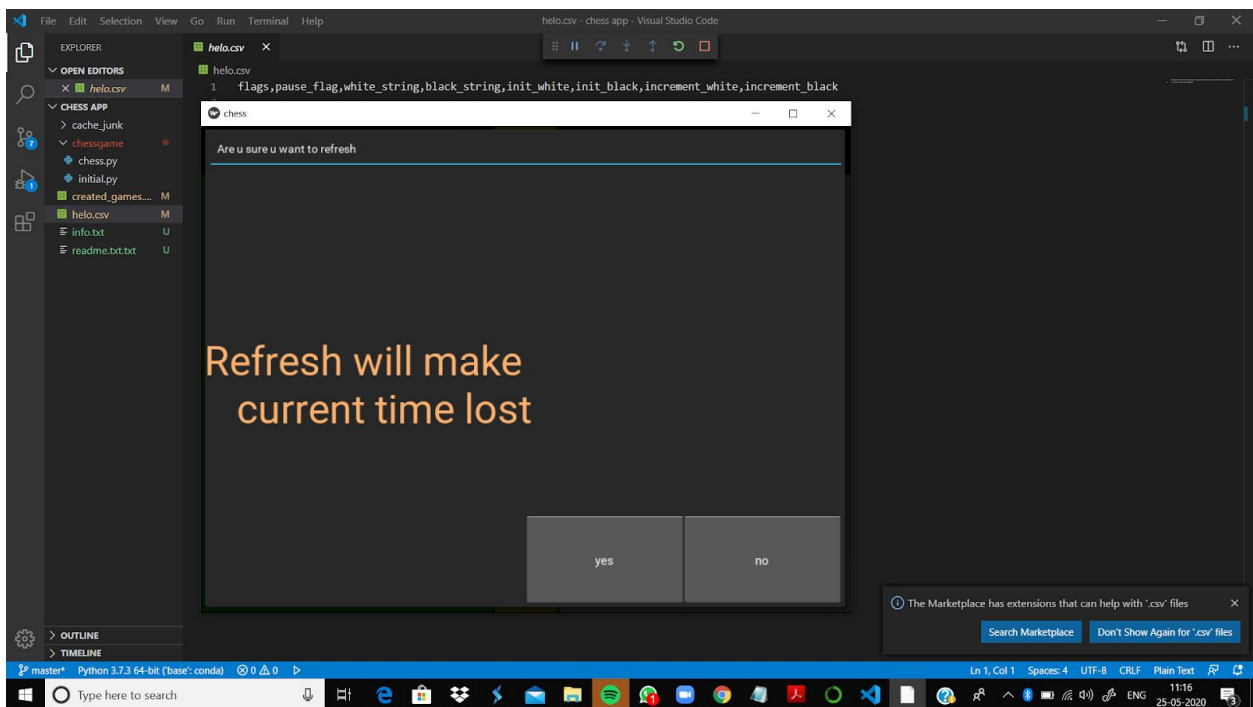


Green represents not playing and grey represents his turn

Pressing of pause button:

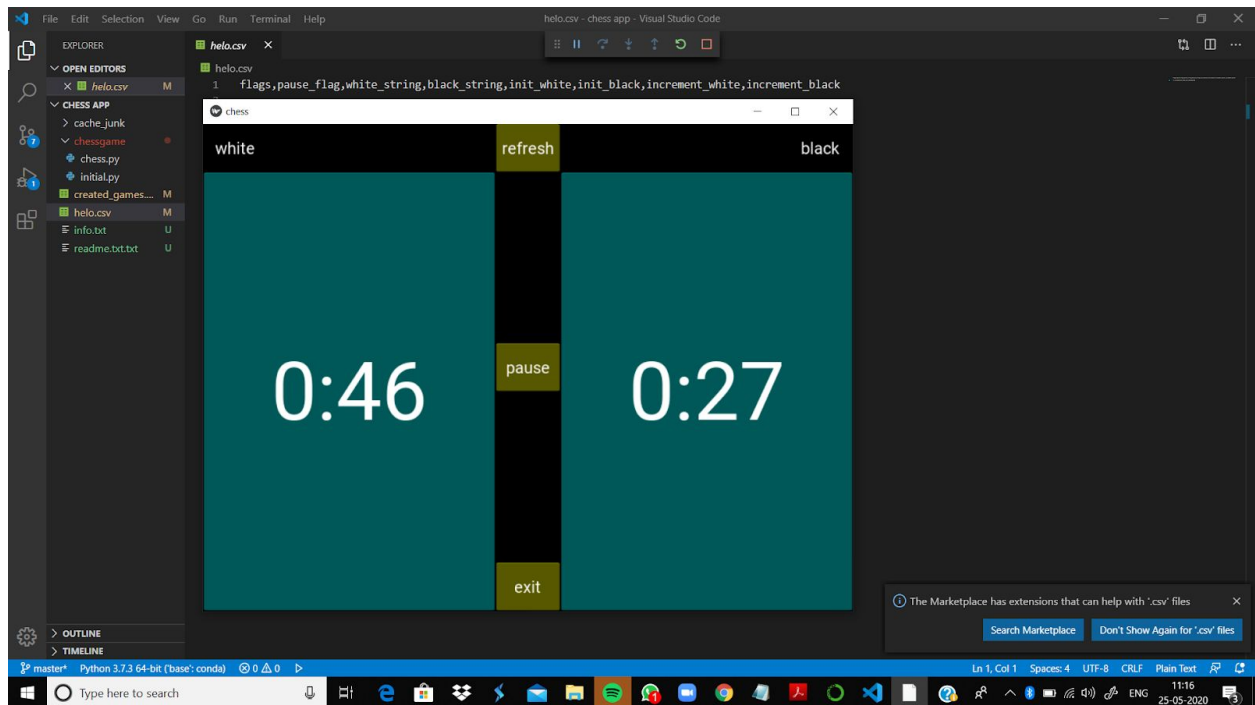


Neither of them lose time and clicking resume allows to continue black time to reduce
 Now clicking the refresh button resets the values to initial config. Since to prevent accidental touch we have popup.

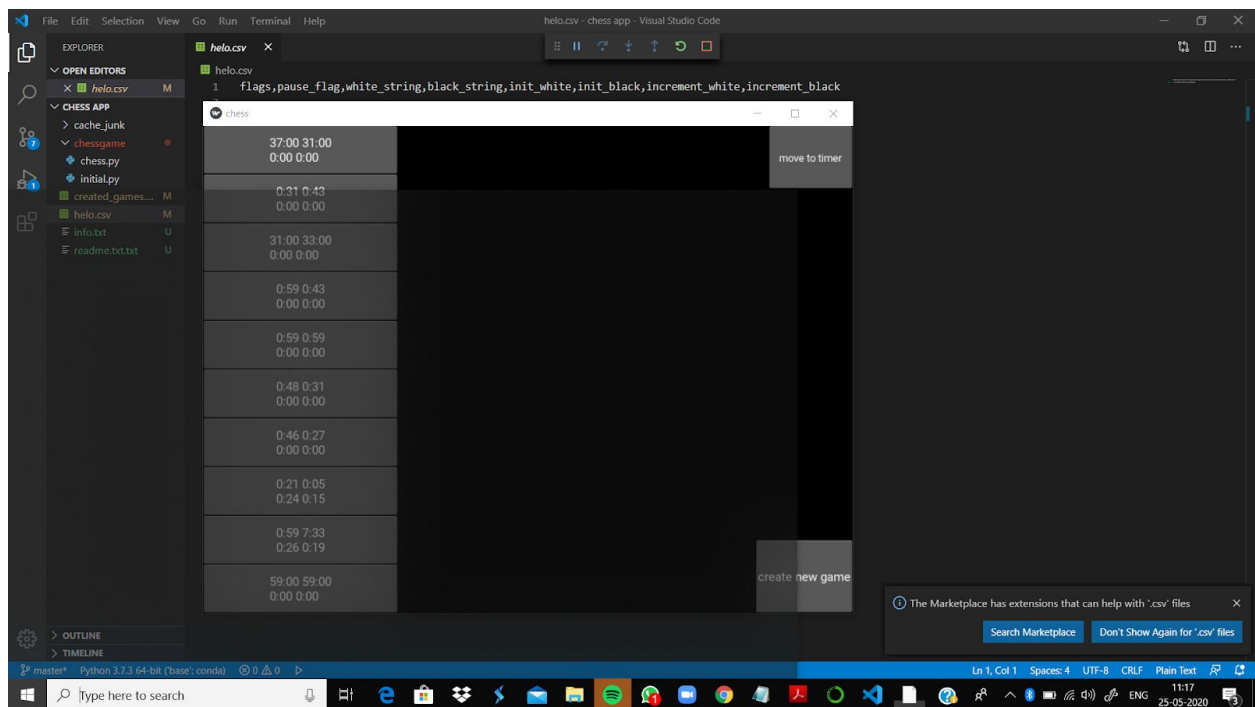


If given yes reset else continues with original configuration. Original config isn't beginning config

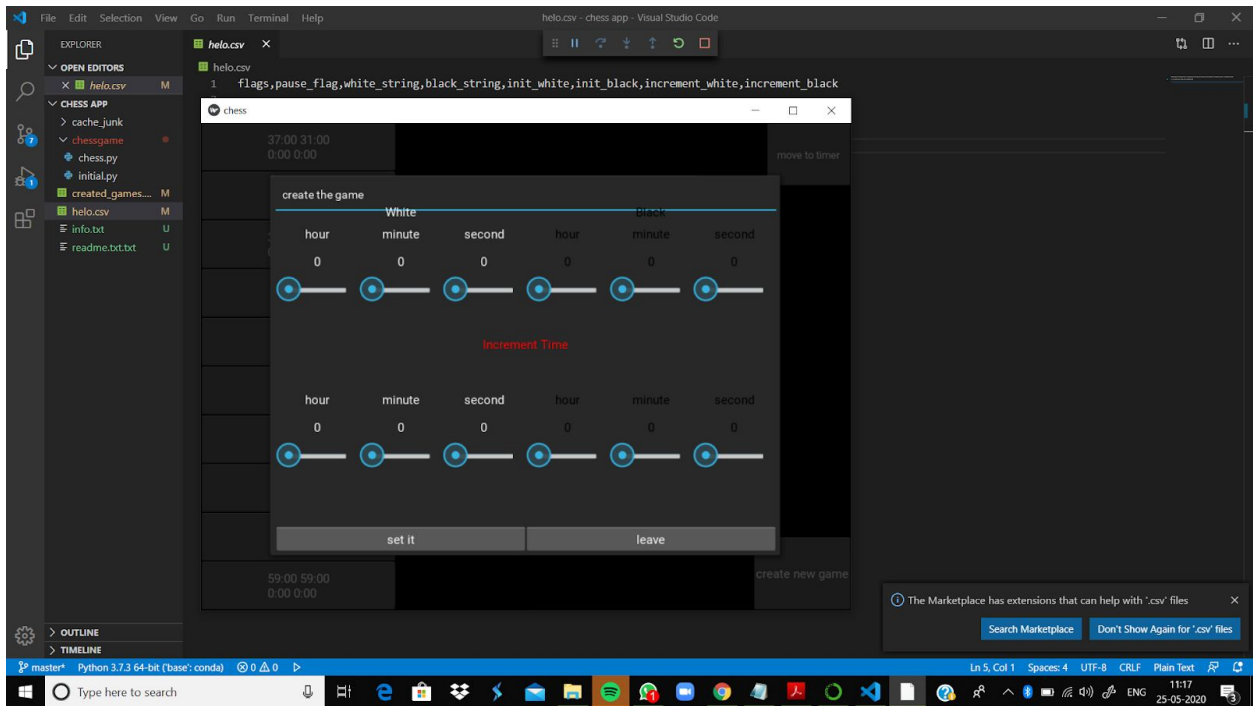
It is the last saved initial config.



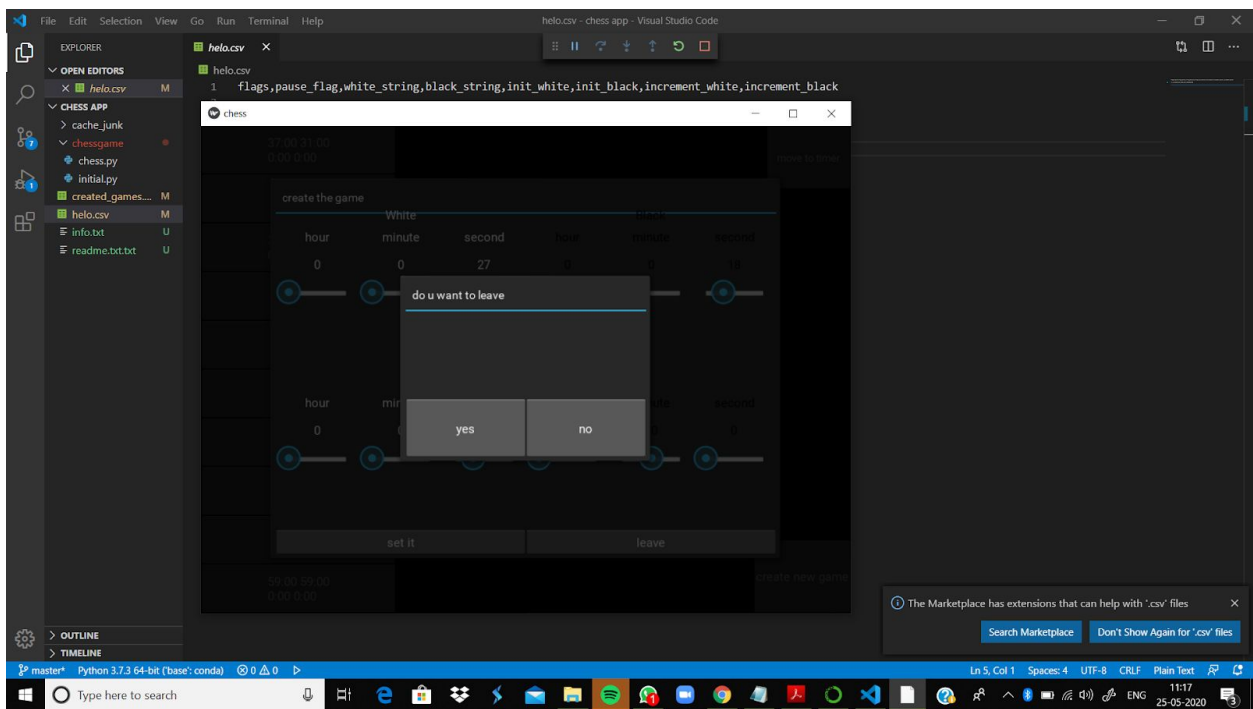
Now pressing exit button pauses the game and takes to other screen



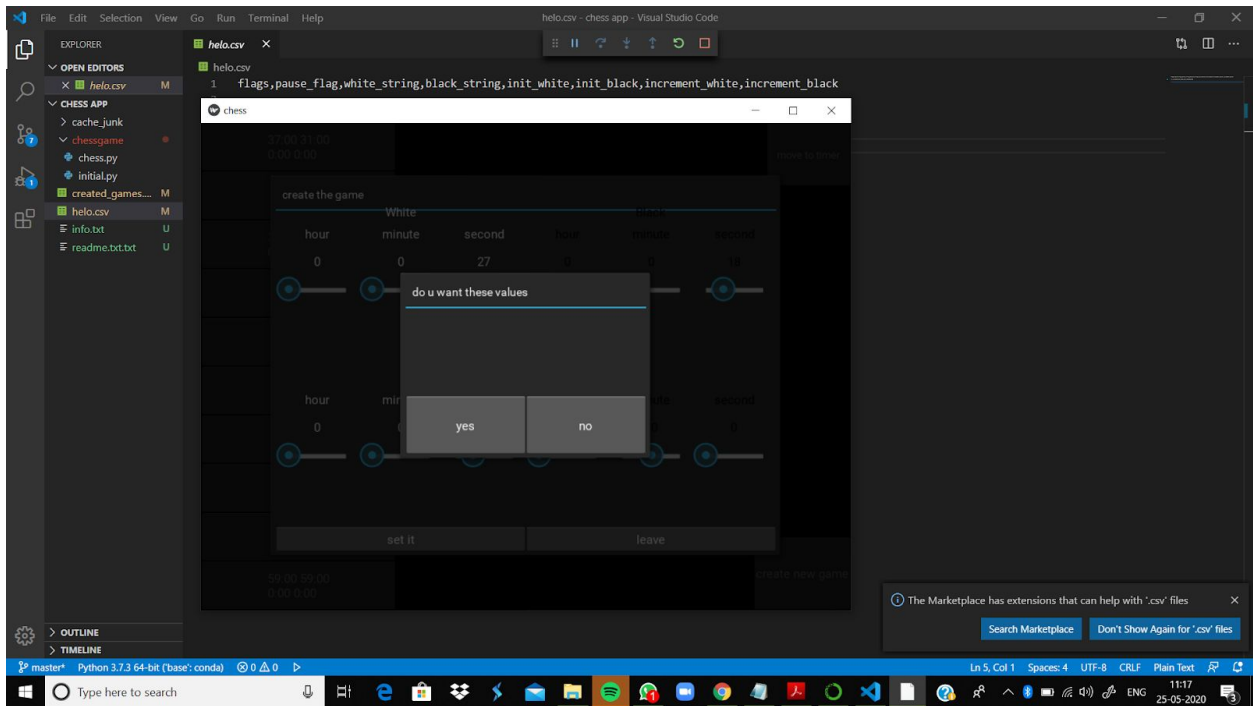
Now clicking create new game allows to set new values in both time and increment time



If u r not interested u can leave and changes are made

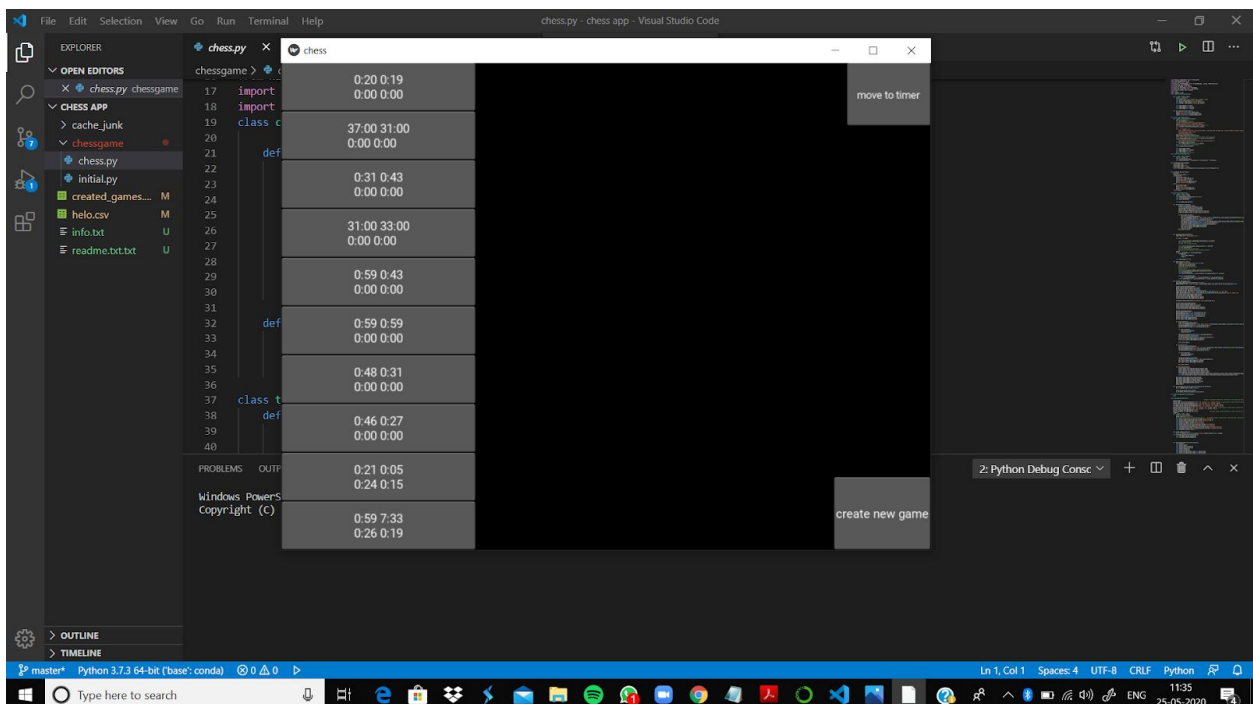


If u give set after choosing the values then it asks for confirmation to prevent accidental touch

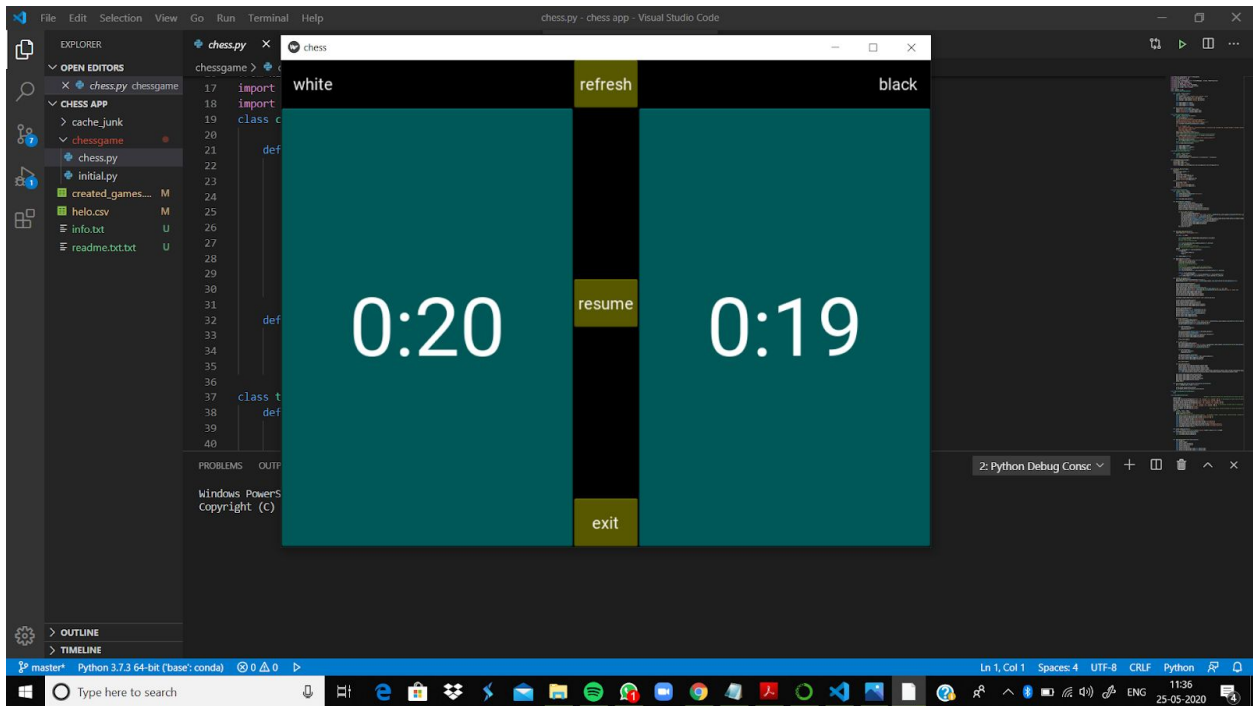


On giving yes it sets the values and it comes on the top of history. History contains recently created top ten games

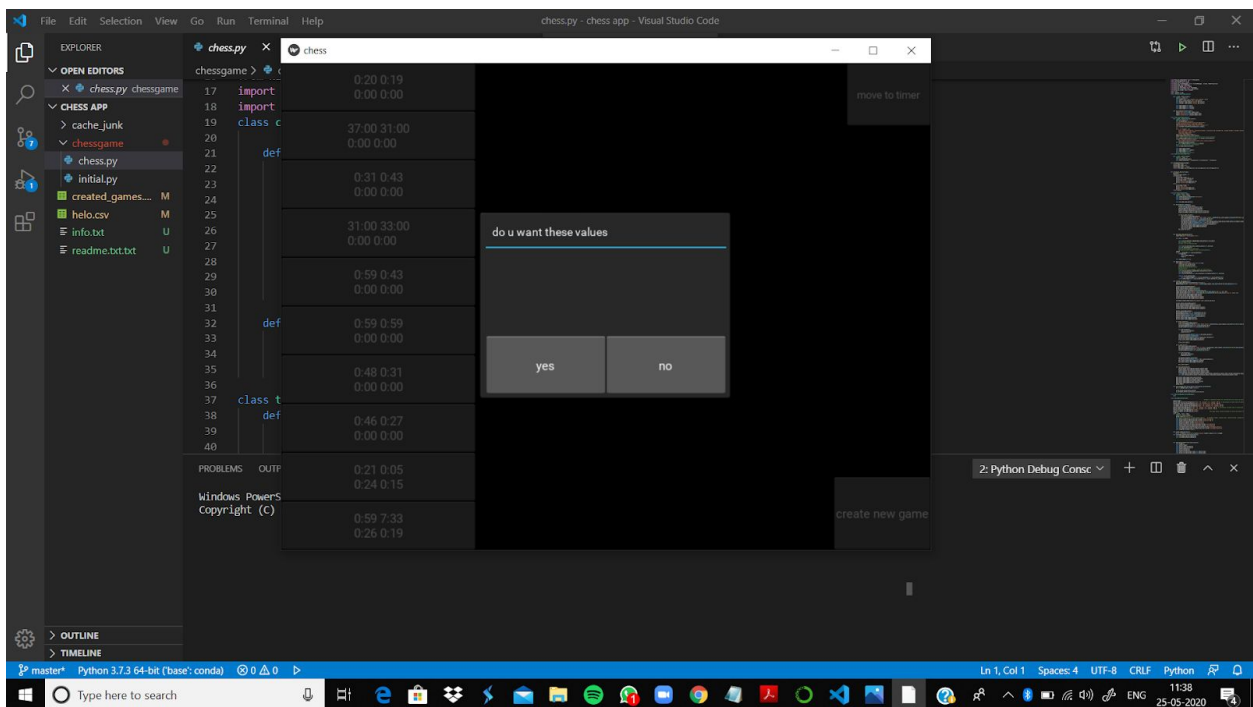
See recently created game is in the top:

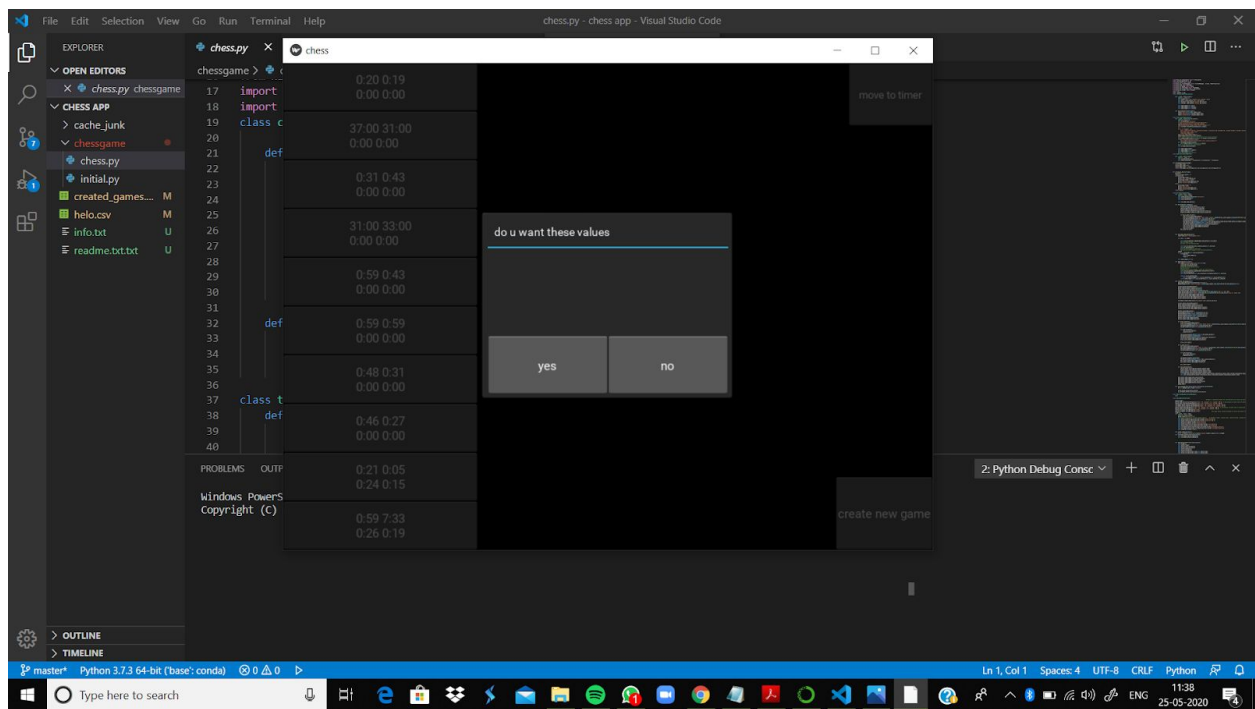
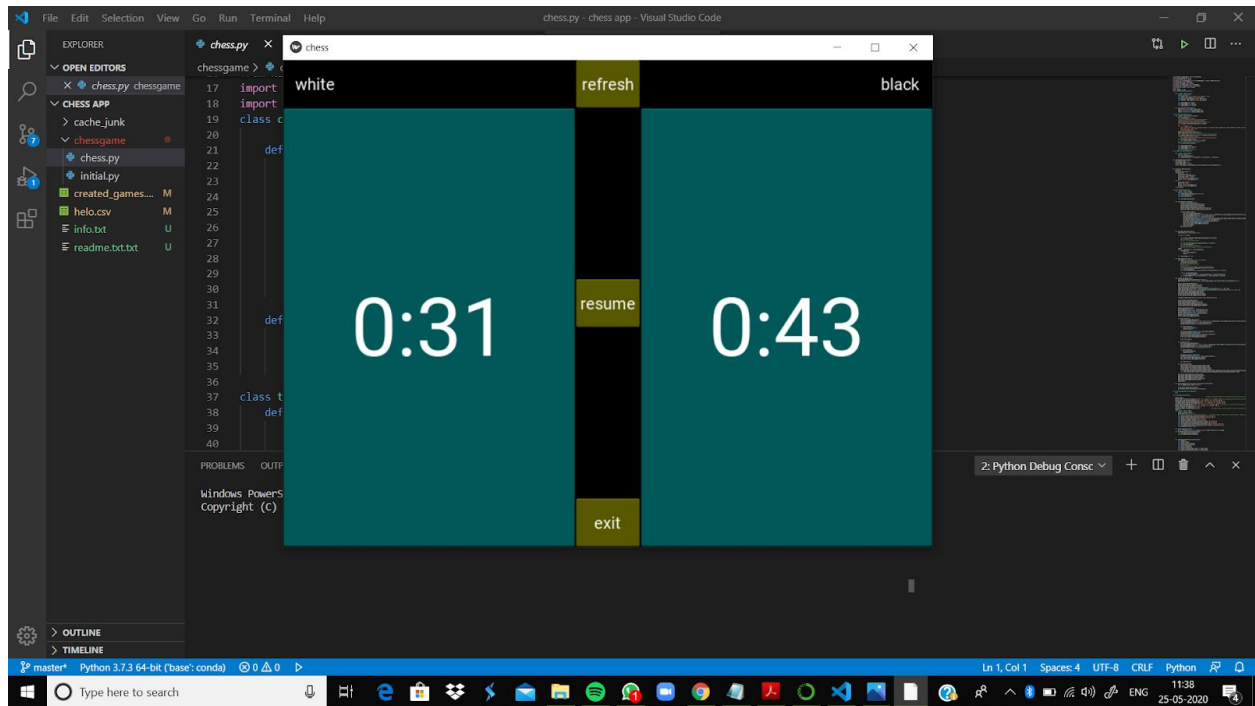


Even in timer same values are set.

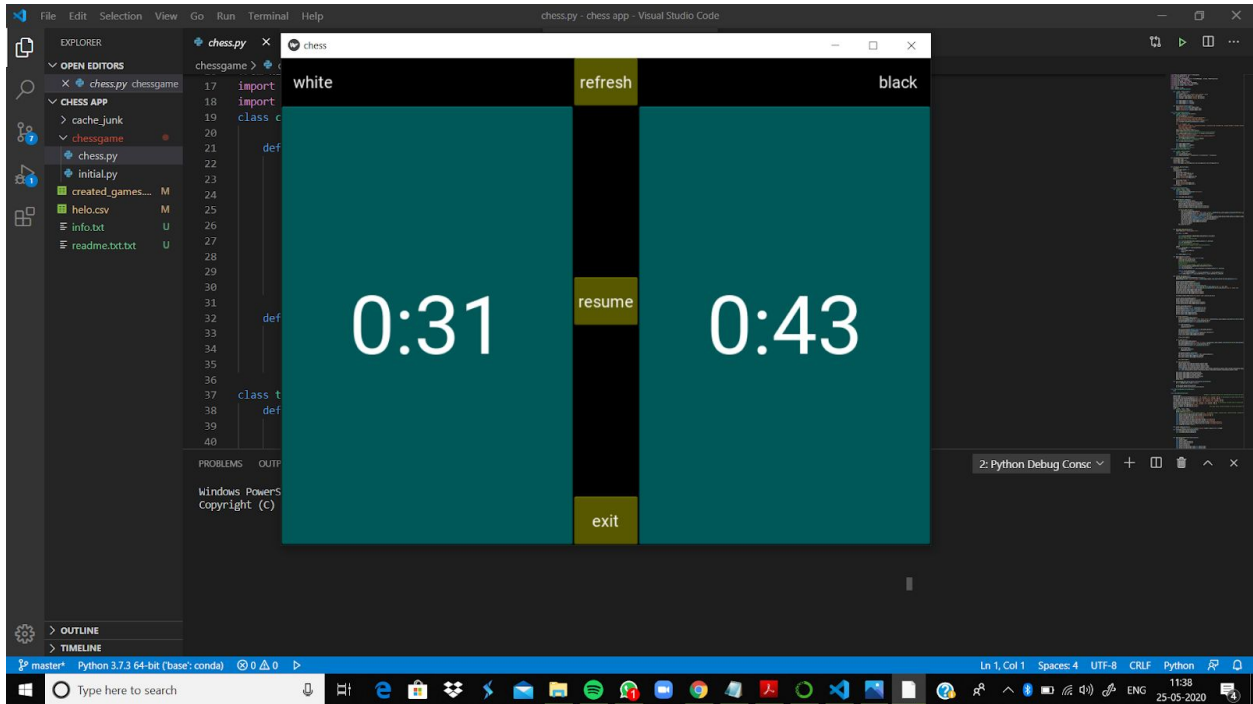


But if u want to change and set different values u can use the history

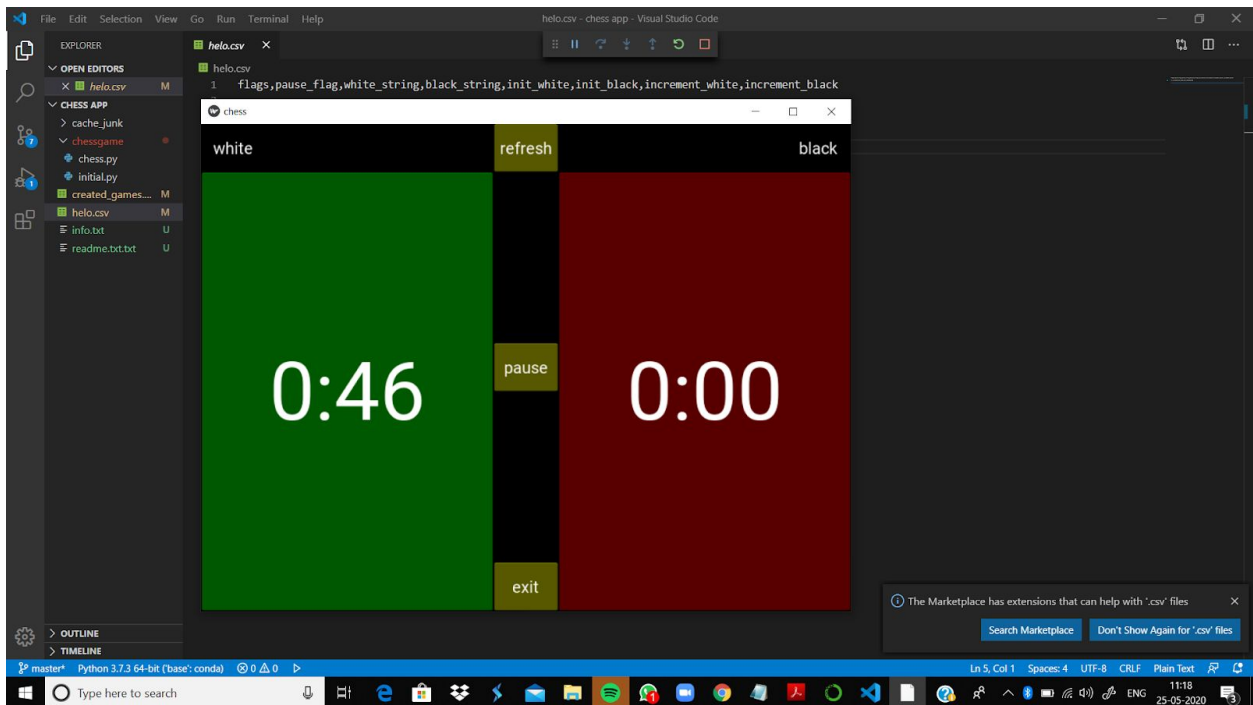




This corresponds to clicking 59,59,0,0.
But since no given no change

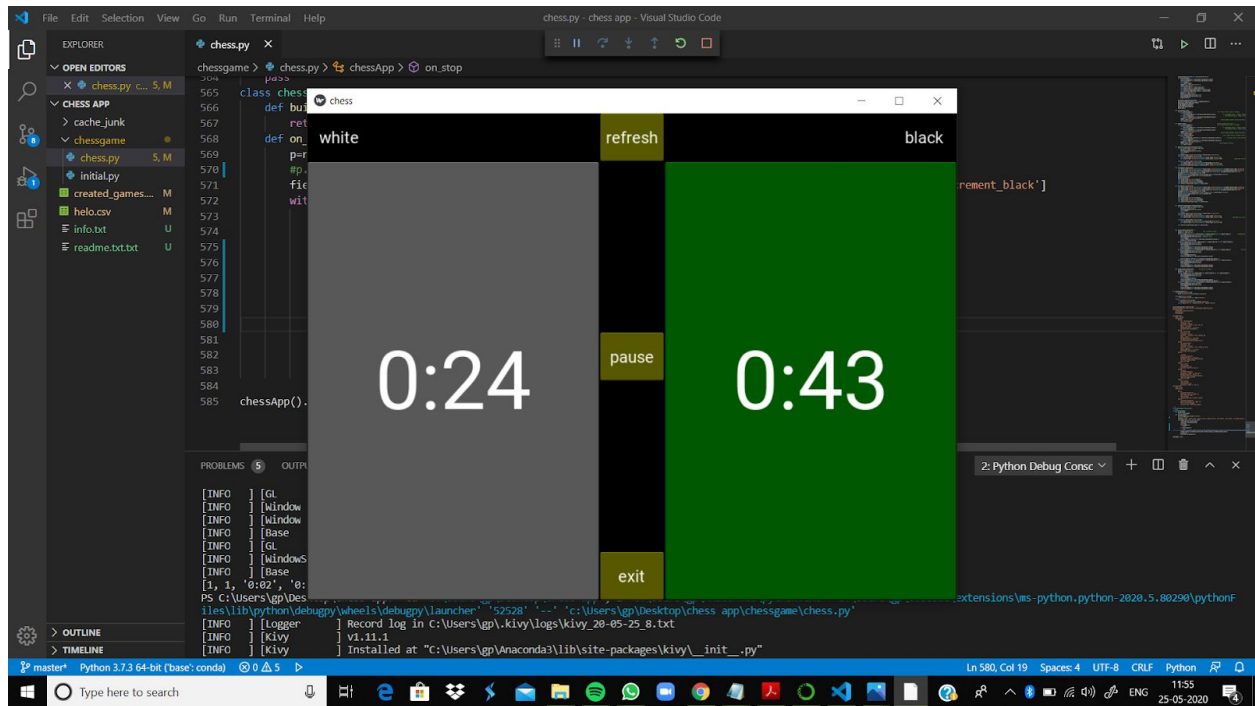


Also when a current game is going and this happens complete new game is set
 If time reaches zero it becomes red in timer and no one can press

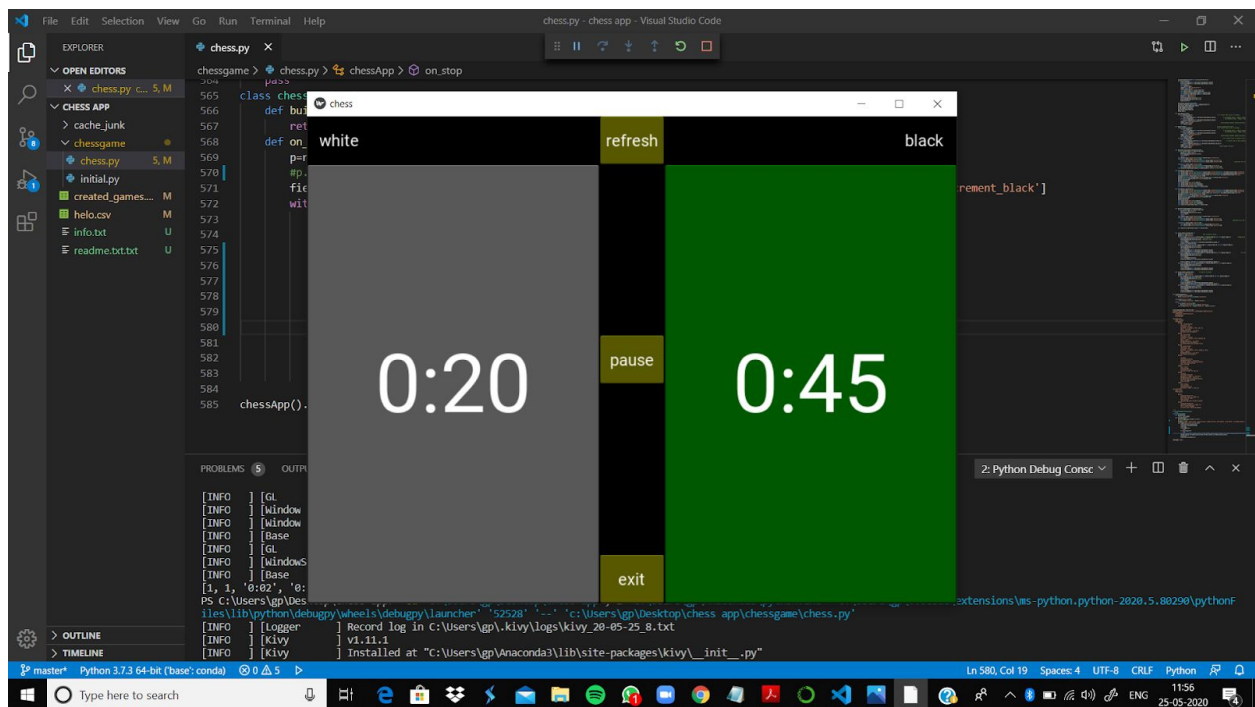


Refresh or new game can only do it.

Also if I leave the game accidentally I can reuse the config since it's stored in a csv file on the exit window. (function made)



When closed it was white turn



Black pressed it continues. This screen shot after closing and opening and black pressing it.