

User's Manual

Version 1.1

CheckMates
Programming Laboratories

André Aragão
André Silva
José Neto
José Pedro

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1 Introduction

The *CheckMates* project was developed in the context of *Programming Laboratories*, a 4th year course in FEUP's MIEEC.

This manual will demonstrate the features of the *CheckMates* client. The client consists of a jar file that the user can run in order to play the game locally. If the server is up and running, the client can connect to it and gain access to remote game play, interaction with friends, etc.

2 System requirements

The client was tested in Windows 10 Education and Ubuntu 20.04. In order to ensure stable operation, the only requirement is the newest version of Java, which we advise you to update using the following guides:

- [Windows](#)
- [Linux \(64 bits\)](#)

3 Download

The client and server can be downloaded from our [GitLab](#) or from the links below:

- [Client \(jar file\)](#) - [VirusTotal Scan](#) (100% Clean)
- [Server \(zip file\)](#) - [VirusTotal Scan](#) (100% Clean)

4 Client Manual

The client is easy to deploy, as simple as launching (double clicking) the jar file. When the application is launched, a login page is presented, as shown below:

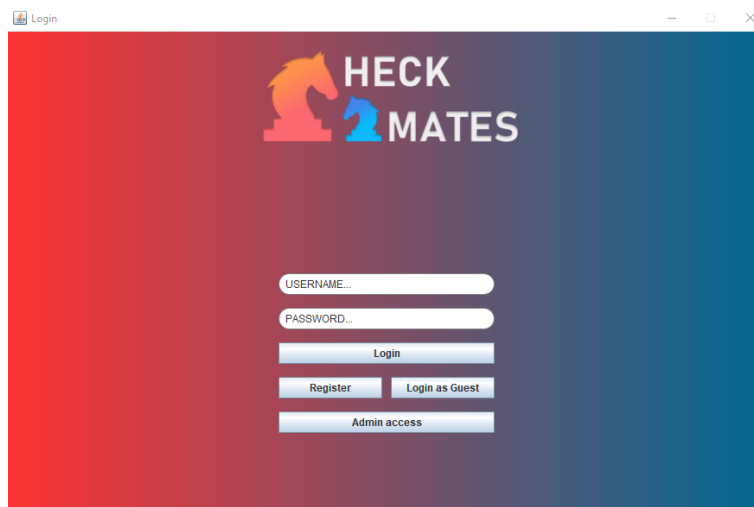


Figure 1: Login Page

In the login page, the user can:

- Login into its account using the correct credentials;
- Register a new account;
- Login as guest, which doesn't require any credentials;
- Login as admin.

If the user wishes to create a new account, the "Register" button must be pressed. The result is the following page:

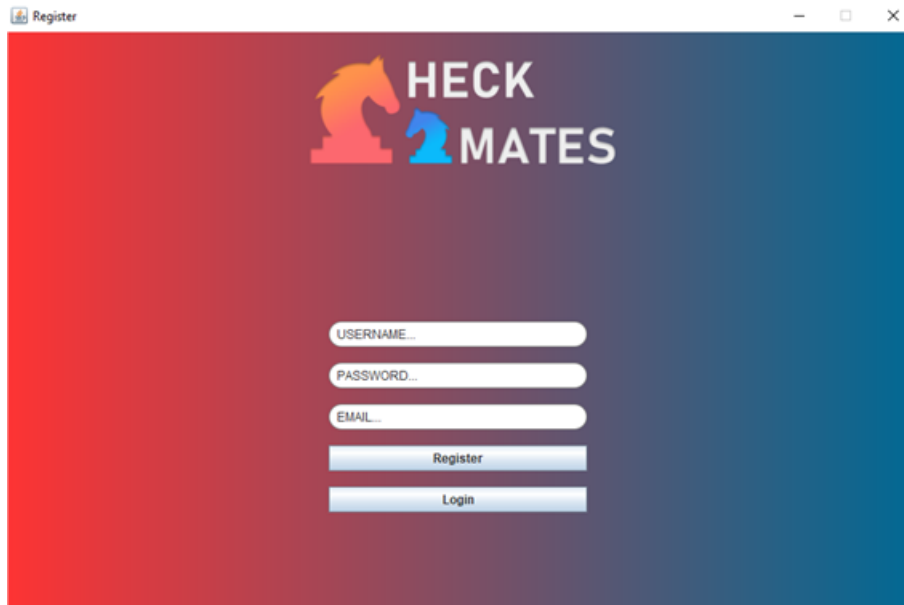
The screenshot shows a web browser window titled "Register". The background is a gradient from red on the left to blue on the right. At the top center is the "HECK MATES" logo, featuring a stylized chess knight. Below the logo are four input fields: "USERNAME...", "PASSWORD...", "EMAIL...", and a "Register" button. At the bottom is a "Login" button.

Figure 2: Register Menu

If the user simply wants to play against a friend on the same computer, there is a "Login as Guest" option:

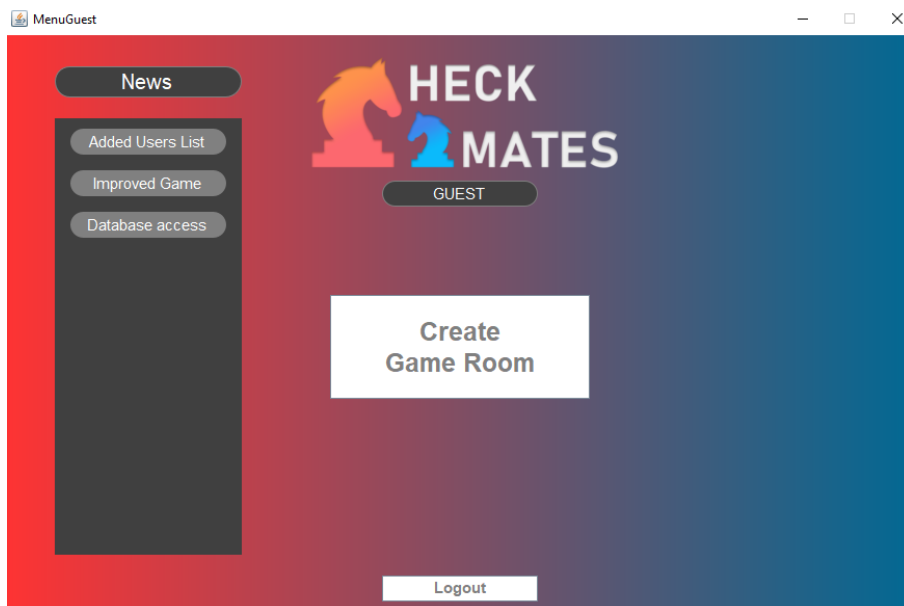
The screenshot shows a web browser window titled "MenuGuest". The background is a gradient from red on the left to blue on the right. On the left side, there is a dark grey sidebar with a "News" button at the top and three buttons below it: "Added Users List", "Improved Game", and "Database access". In the center, the "HECK MATES" logo is displayed above a "GUEST" button. Below the logo is a large white button that says "Create Game Room". At the bottom center is a "Logout" button.

Figure 3: Guest User Menu

The "Create Game Room" menu will be showcased later, under the Registered User section [4.2.1](#).

4.1 Administrator

To monitor the status of the application, namely its online users, be able to ban and unban them, the administrator has access to the menu below:

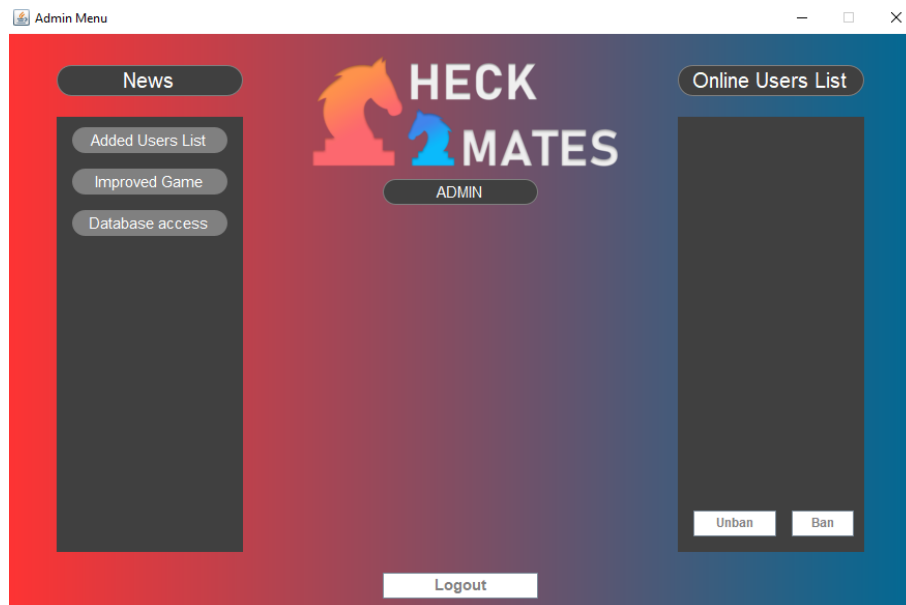


Figure 4: Administrator Menu

When a user logs in, a notification is sent:

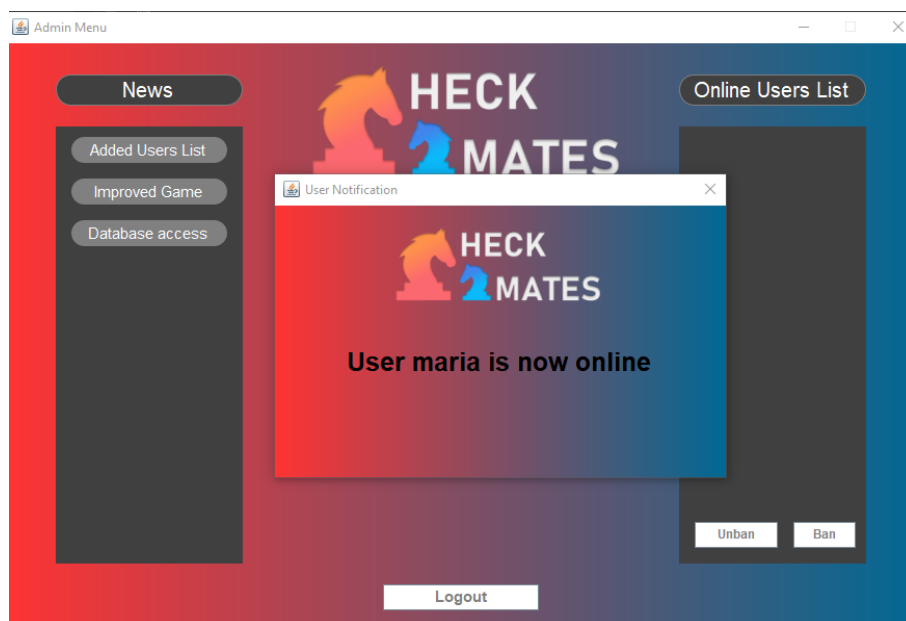


Figure 5: User logged in notification

The same happens when a user logs out:

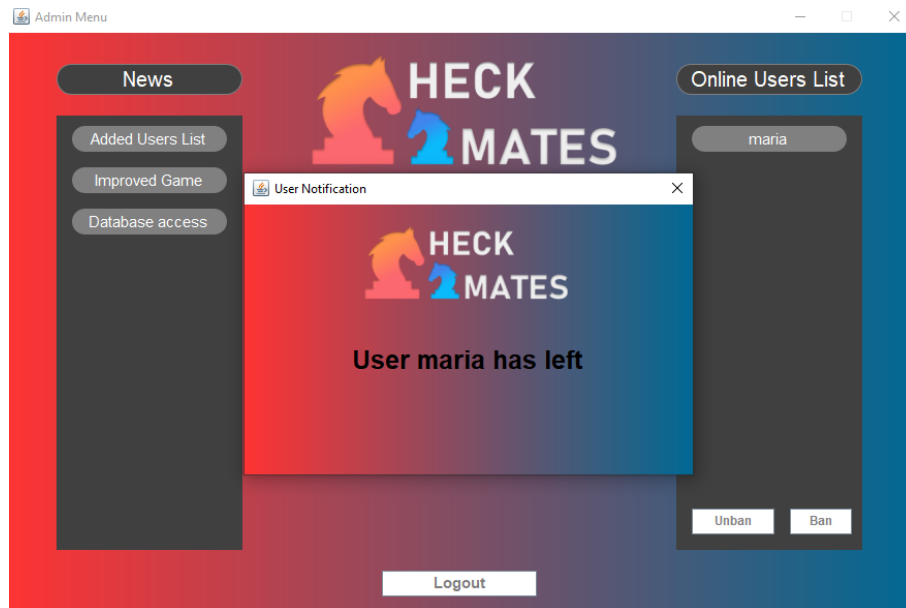


Figure 6: User logged out notification

The admin can ban:



Figure 7: Admin ban user

And unban users:



Figure 8: Admin unban user

4.2 Registered User

If the user introduced a correct username and password pair, a menu page is launched. In this menu the user can:

- Create a Game Room - [4.2.1](#);
- Watch a Recorded Game - [4.2.2](#).

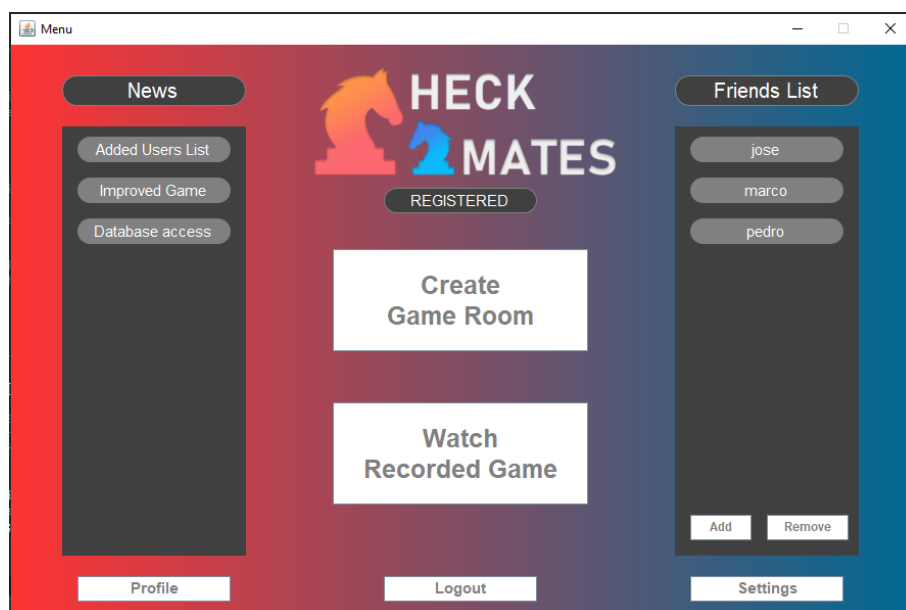


Figure 9: Registered User Page

4.2.1 Create Game Room

To play locally or to invite a friend, the user must “Create a Game Room”:

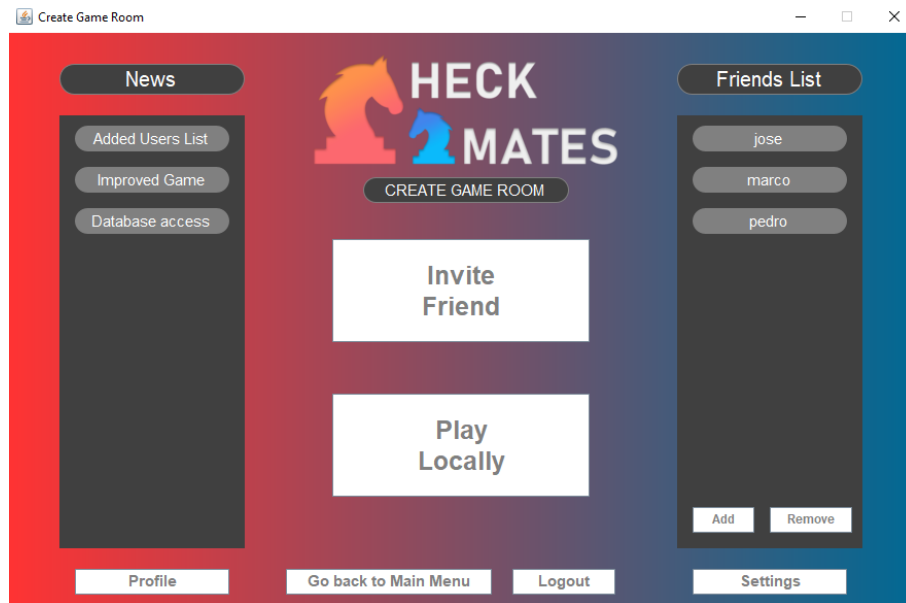


Figure 10: Create a Game Room Page

4.2.1.1 Invite Friend

Then, the user can invite a friend to a game:



Figure 11: Invite a friend to a game

Which the friend can accept:

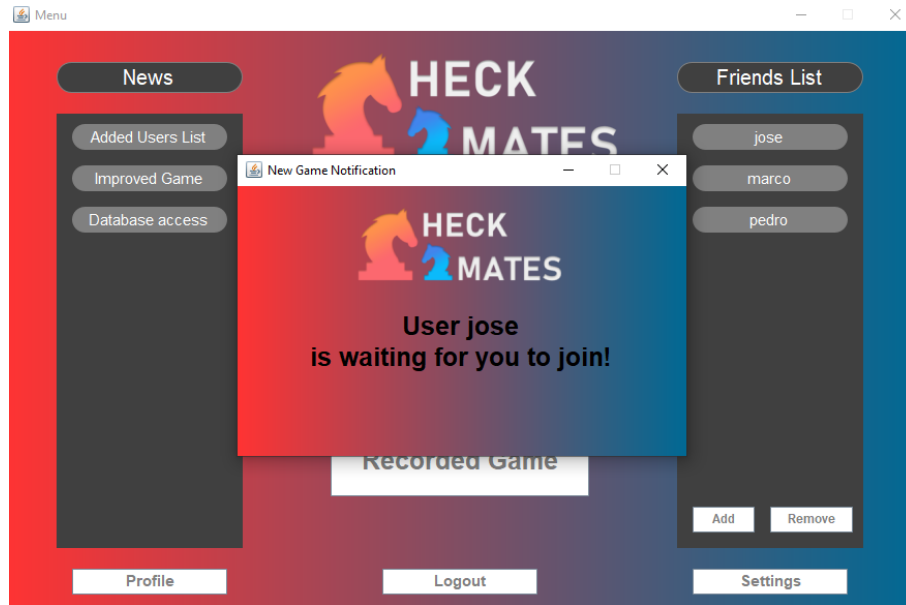


Figure 12: Accept friend's invite to a game

And then join:



Figure 13: Join friend's game

4.2.1.2 Play Locally

In the Play Locally menu the user has several options:

- Preset game with different boards to practice multiple game states;
- Play a normal game;
- Play a game where the turns are timed.

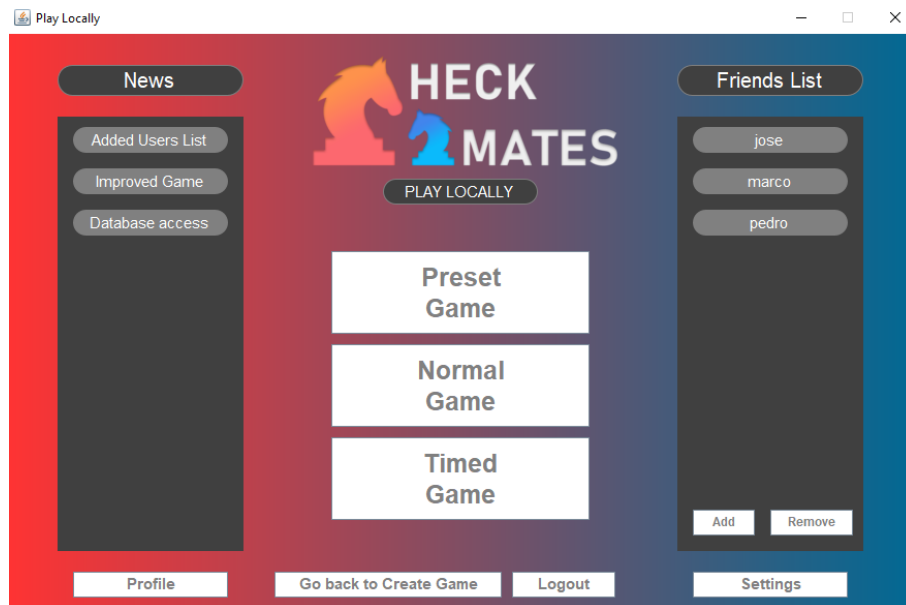


Figure 14: Play Locally Menu

Preset game:

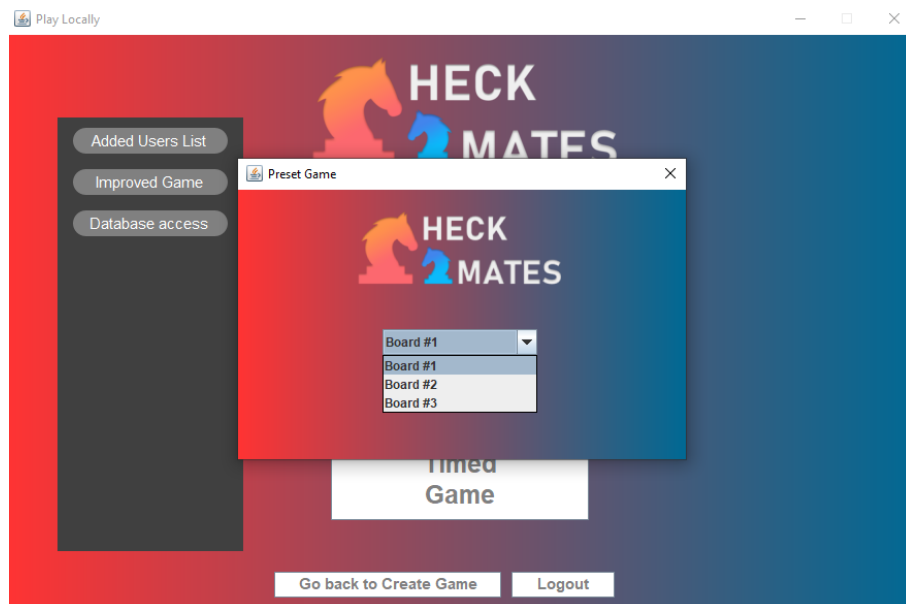


Figure 15: Preset Game

Preset board #1:

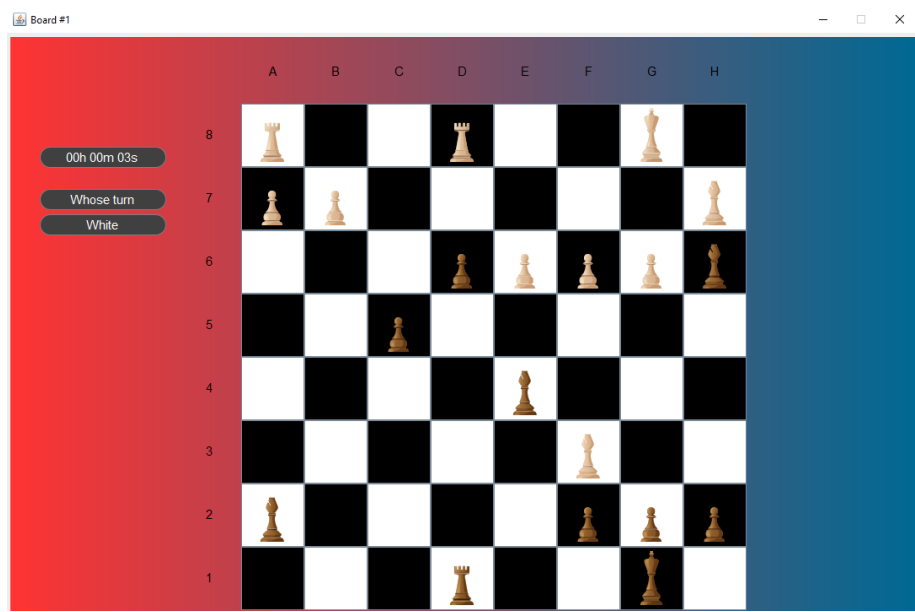


Figure 16: Preset Board #1

Normal game:

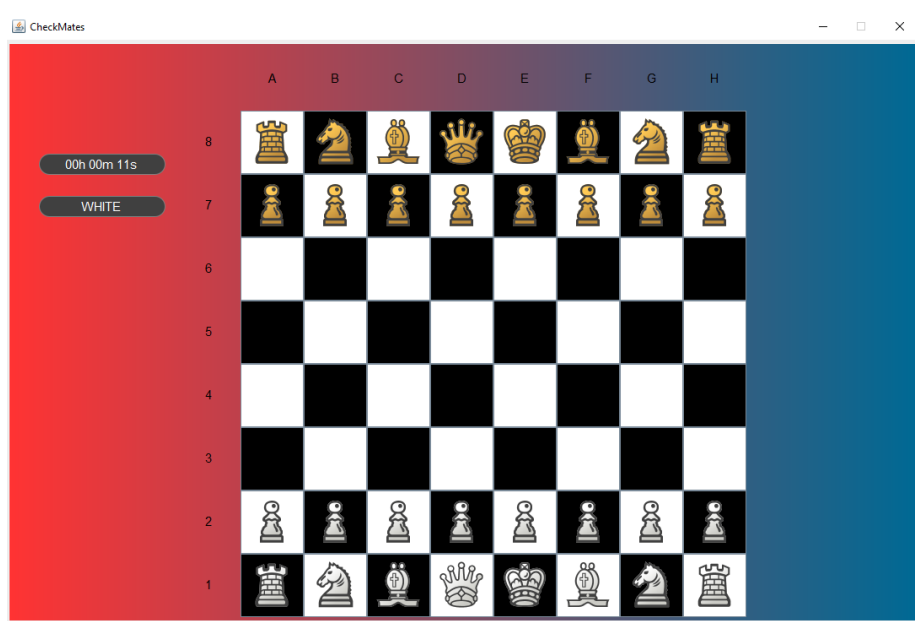


Figure 17: Normal Game

Timed game:

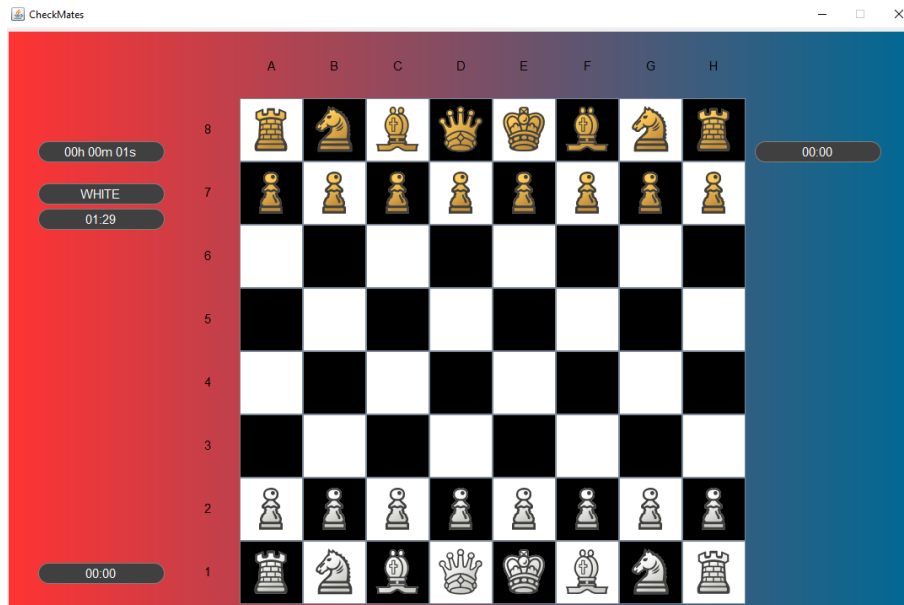


Figure 18: Timed Game

When the user finishes a local game, there is an option to save it:

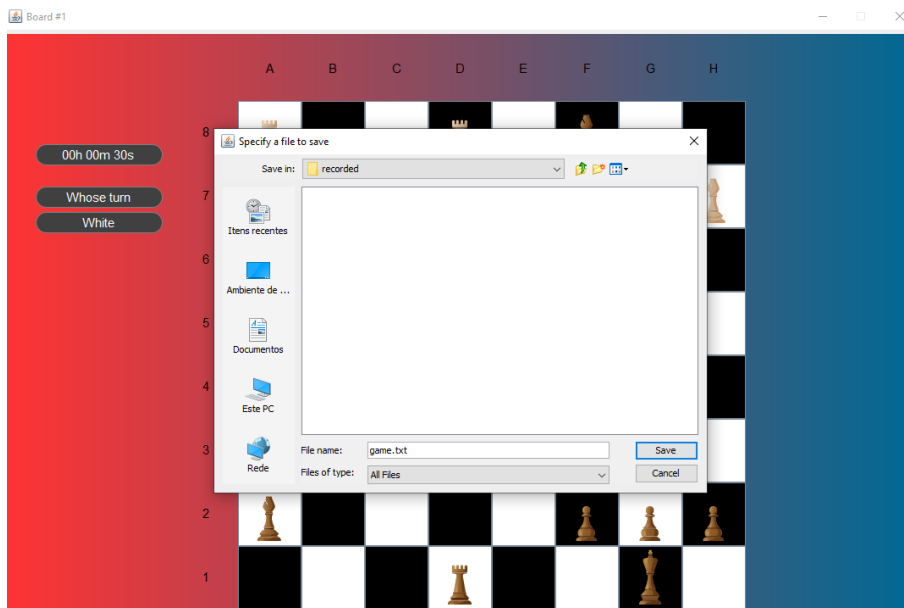


Figure 19: Save Game

4.2.2 Watch Recorded Game

If the user has any recorded games stored they can be loaded:

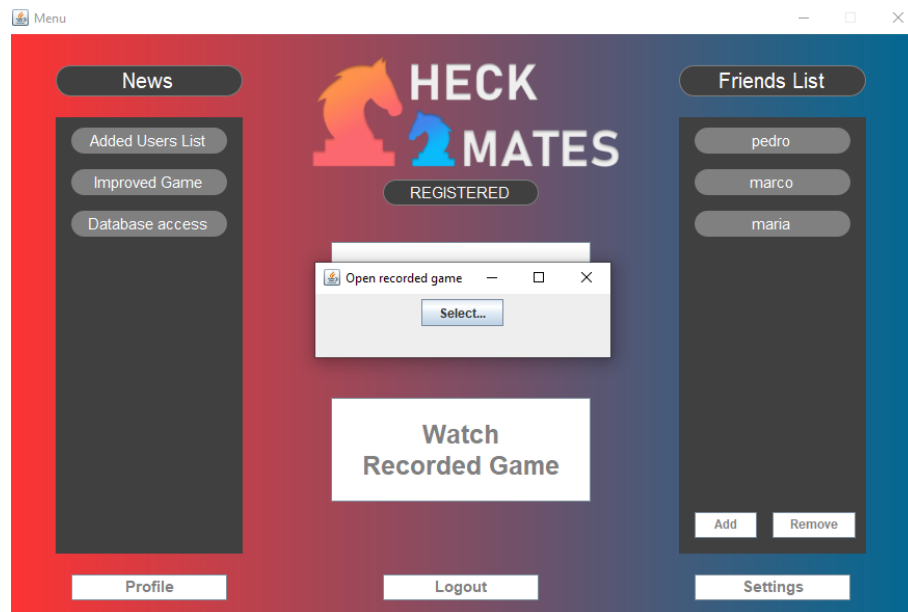


Figure 20: Open Recorded Game

And watched, by pressing the "Next Move" button in the top left corner:



Figure 21: Watch Recorded Game

4.2.3 Settings

The registered user can also change some account settings (bottom right button in all the menus), such as:

- The password;
- The email;
- The app theme.

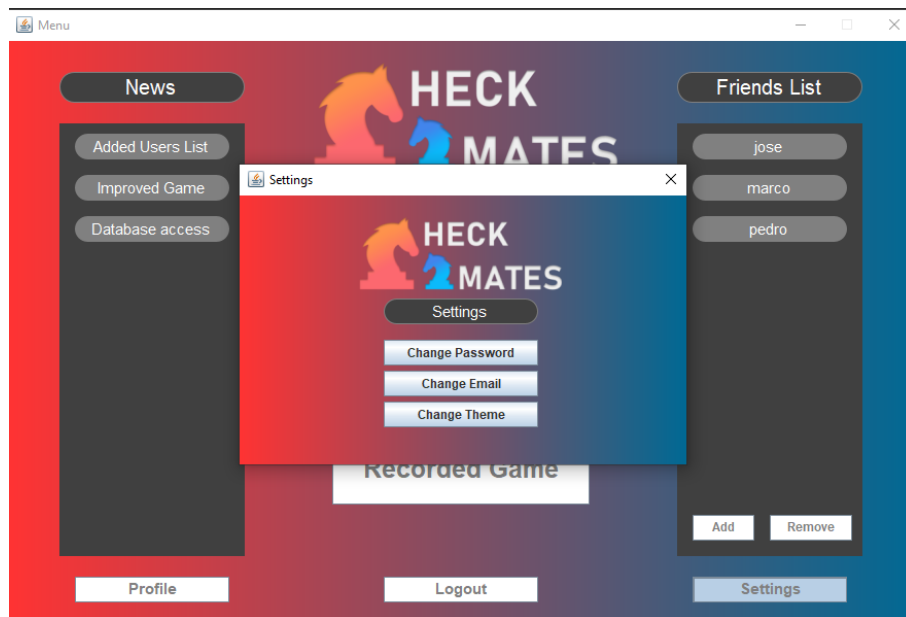


Figure 22: Account Settings

Password change:

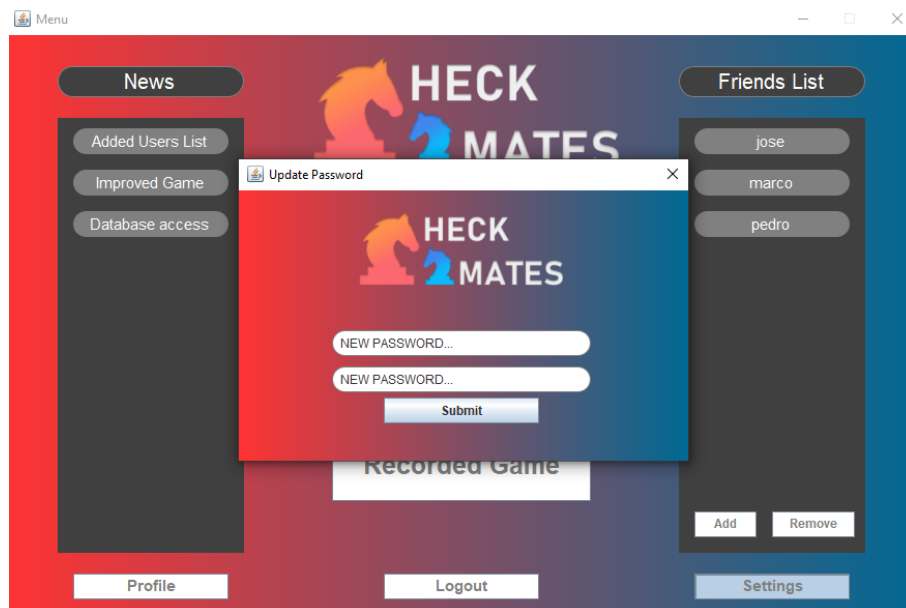


Figure 23: Update Password

Email change:

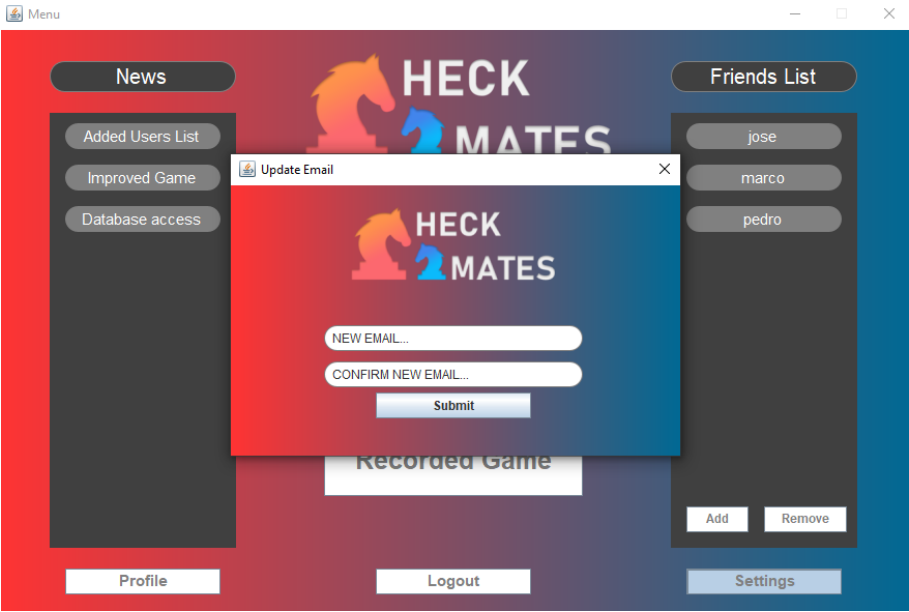


Figure 24: Update Email

Theme change:

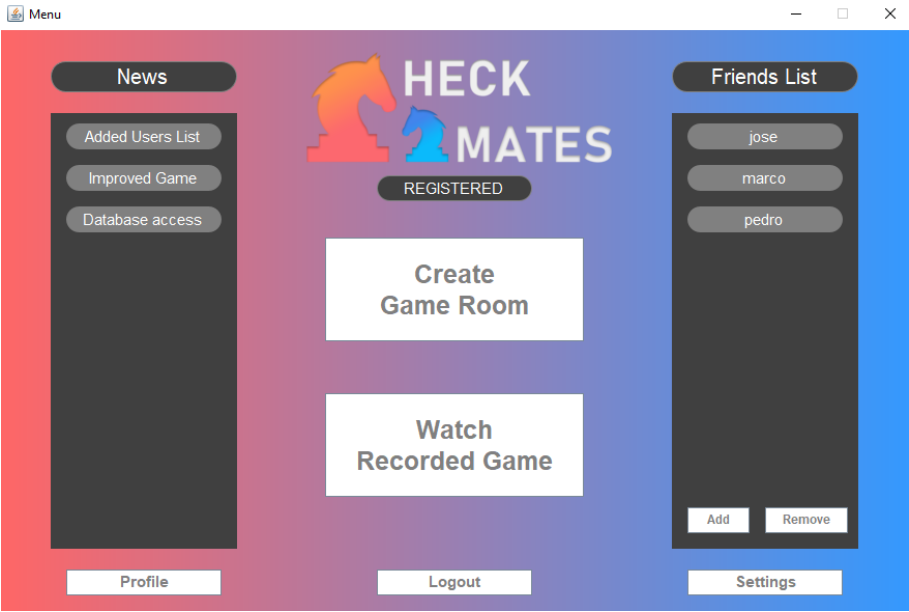


Figure 25: Update theme