Checkers 3D

User Manual – By João Costa and Jorge Costa

I. Instalation and running

To get the game up and running, one must run it in a HTTP server. This can be done in multiple ways but here we list two.

Method 1 – using Visual Studio Code

First install Visual Studio Code (you can find it [here](#)). Once you have it installed, go to *Extensions* (the shortcut is Cntrl + Shift + X), search for *Live Server* and install it. You should see a button on the bottom tool bar on the right hand side saying "Go Live".

Secondly go to **File -> Open Folder...** and open the project's folder.

Thirdly click the "Go Live" button and wait a few seconds and a web browser page should automatically open. If not, the button should now display something like "Port: <some number>". Use this number to open a web browser and go to "localhost:<same number>".

Method 2 – using Python

First download Python (you can find it [here](#)) and install it.

Secondly open a comand line (go to the windows search bar and type *cmd* and then Enter), navigate to the game folder (using cd comand to enter and exit folders, ie.: cd folderName will enter a folder with the name folderName and cd .. will exit the current folder), and run "python -m http.server 8080".

II. Game interface

Main Menu

Once you open the game you have a set of buttons, as shown in the next image.
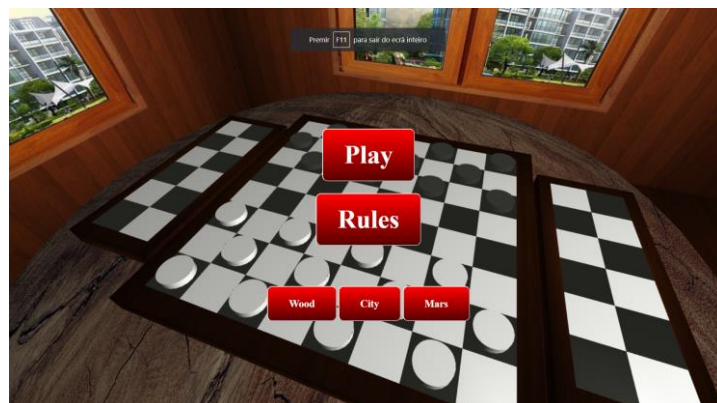
To start the game click *Play.* To see the game rules click *Rules.* To change the estetical environment of the game click any of the other buttons.

Playing

Once you start the game you will be presented with the following screen:

To make your move first select a piece by clicking it and you should see the piece "floating". I nothing happens it is because you probably selected an opponent's piece in your turn. Then select the tile you want to move your piece to. Don't worry about making invalid plays, for the game will warn you if you do so and explain why the play was invalid. Everytime the players end their turn the camera automatically shift to the other players perspective.

You can also adjust the camera's angle by moving the slider on the top left corner to get a better view of the game. You can also undo the last play made by any of the players by clicking the *Undo play* button, but make sure to check with your opponent if he is okay with that.

Game End

After a player has captured all of his/her opponent's pieces, the following screen will be shown:
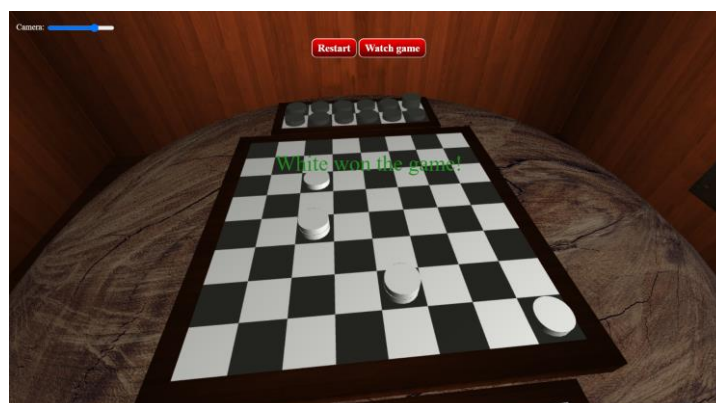
You can restart the game by clicking *Restart* or watch the game you just played again by clicking *Watch game.*

III. Final Notes

- If you are not familiar with the game's rules, visit this website.
- If you have any other questions about the game, please contact João Costa at up201907355@fe.up.pt or Jorge Costa at up201706518@fe.up.pt.