**Build Deliverable 1 – 11/3/2009**

**Team B**

**Members**:

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**Build Description**

The goal of our first build was to be able to have a much simplified version of checkers. We designed the GUI to allow a player to select a New Game and then create a player name. The players also have the ability to choose between an eight by eight size board and a ten by ten size board. Two boards are displayed on the game play screen with one board unavailable and “grayed” out, players are given the ability to place pieces and move them freely. None of the other rules were applied to this build, including jumping, mines, safe zones, “kinging” a checker, etc. The only movement restrictions were that the checkers could go forward, kings could move freely, and all pieces must stay within the boundaries of the board. No ability to load/save a game, perform replays, or any sort of administrative abilities were part of this build.

**Description of Test Strategy**

Due to the simple nature of the goals of our first build, exhaustive testing was not necessary. Many of the goals had to do with aesthetics and therefore a visual affirmation that the GUI was displaying what we desired was performed. We tested the placement of the pieces by trying to place both a checker and king in places it wasn’t permitted to be placed.

To test the movement specifications we looked at what happens during a number of different unique scenarios for both a checker and a king:

* Does a piece give correct options when it’s near the board’s end? Can it jump off?
* When a piece is surrounded by other pieces.
* When there is no possible moves for a piece.
* If moves are retraced.
* And other similar moves.

All tests, visual and functional, met team requirements.

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