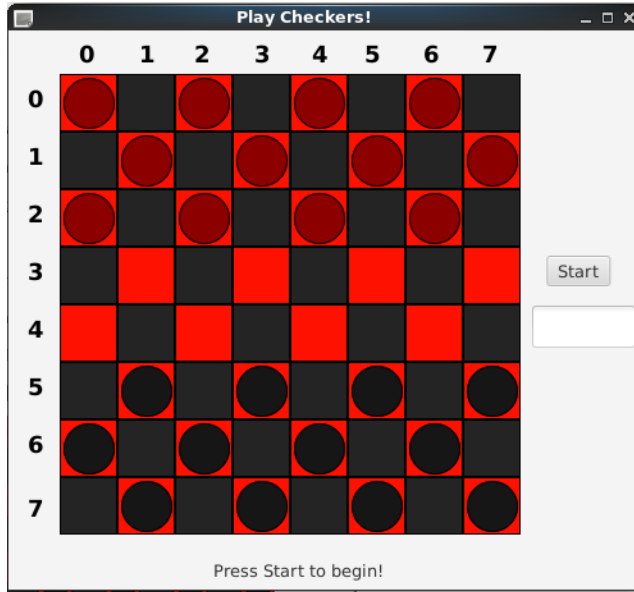


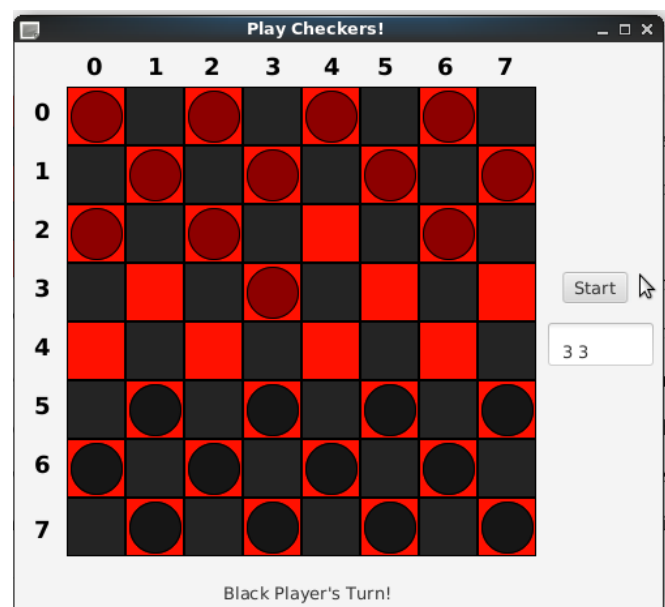
Introduction

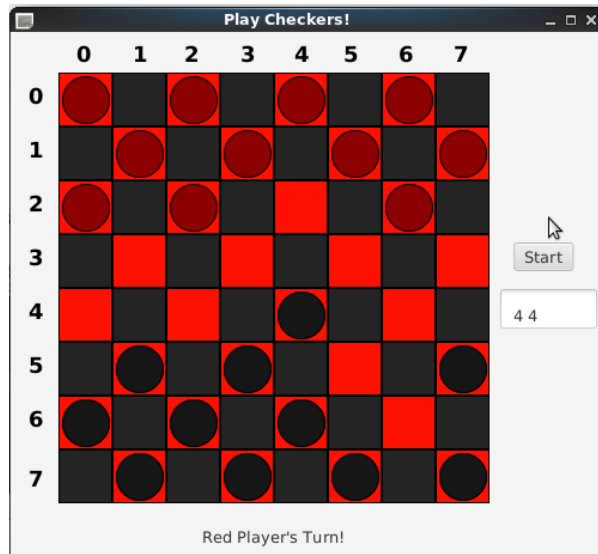
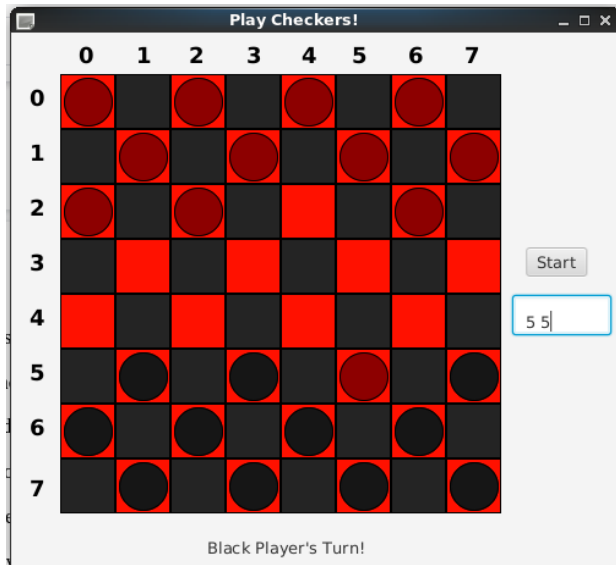
For our project we wanted to create a game of checkers playable by two players on the same computer. Throughout the project we came into many issues that we were able to solve. We needed to create a board with 12 red and 12 black checkers that could move in a diagonal way,



either down for red or up for black. That would involve all pieces only being playable on the red squares on the board, and a piece being able to become a King piece when it reaches the other side of the board. When a piece becomes a King piece, it is able to move diagonally in any direction. Before the game starts, the user must select the start button. Once the

button is pressed, it will be the Red Player's turn, and the user must input the space(column then row), in which they would like to go. Once the space is selected, the user should click on the checker they would like to move and the piece will move to the new selected location. The player will not be able to move if their piece is being blocked(If there are 2 or more opposing checkers diagonally across, or 1 of your own checkers diagonally across from the selected piece). If there is only 1 piece





diagonally across without a piece behind it, the user will be able to “jump” over that piece. The piece moves 2 spaces away and the opposing piece gets removed from the board. If there are pieces that are farther away that are jumpable, the player can jump multiple pieces in a row. The game is won by whichever player removes the enemies pieces first. In order to create the board, we needed to create a grid that was filled with circles in each of the squares. We created separate red and black pieces that were assigned individually of each other. The below UML case diagram describes what the players can accomplish. Each player has access to the same abilities, being select a piece, move a piece, jump/remove an opponent piece, and make a king piece.

### INSTRUCTIONS:

- Start the game by pressing the start button(Whoever chooses to be red goes first)
- Type in the location you would like to move to on the grid.
- Click the piece you would like to move to that location.(If the piece cannot move to that location, you will be told)

Team01

## Checkers UserManual

- If you wish to jump a piece, type in the location that is where you would like to jump to.

