**Meaningful Play Specification**

When you load the game the first screen in the GUI that should pop up is just a screen with a button that says play. Once the player clicks the play he or she is given another screen to put player information into. The information that is asked is the player’s name, player’s number, what game mode they want to play, and if they want the game to be timed or untimed. You could also leave game mode and time or untimed as any which will just assign you to either a random game or the default of untimed conventional Chinese checkers. At this point you can also see the instructions of how to play all the different game modes. After they do all this the game searches and waits for more players. Once the game finds more players the game starts.

Once the game starts the first two things you should notice are that there is a quit button to just quit the game you are currently playing and an instructions button to view the instructions of the certain game mode that you chose or are playing. Now, in Chinese checkers you have your own marbles and you can move these marbles across the board in a certain way. Whenever a player selects a marble to move their marble will be highlighted with a color and all the possible moves they can make will be highlighted in another color.

There are three different game modes in Chinese checkers; these are conventional, capture, and super Chinese checkers. In conventional Chinese checkers the rules are simple. You can only have a game with either two, three, four, or six players. The goal of the game is to get all of your pieces into the corner that is opposite of your starting corner. Each player takes a marble and on a single turn can either move the piece to an adjacent empty space, or you can hop over a piece on one or any number of available consecutive hops over other single pieces. You cannot, however, continue to hop over pieces after a single-step move to an adjacent empty spot. Also, unlike conventional checkers, when pieces are hopped over you do not capture the pieces. The hopped pieces still remain active. Players take turns in a clockwise manner. Note that you can also chain hops, for example if you can hop one piece land in empty spot and then hop another piece you can do all that in one turn by hopping both pieces.

In capture all 60 marbles start in the middle in the hexagonal field instead of the triangles. The only unoccupied position is the center position which should not have a marble in it. There is no point to colors in this game mode, so the objective of the game is to capture the pieces in the middle. The players take turns hopping any marble they can. After a piece is hopped the player that hopped it “captures” that piece and placed in the player’s triangle or bin. The only moves that you can do are jumping moves; once there are no more moves the game ends. The player who has captured the most pieces wins the game. The amounts of players that can play this game are two to six.

The last game mode is fast paced or super Chinese checkers. The main difference in this game mode is that when hopping instead of only allowing jumping over a single adjacent occupied position, like the conventional game mode, you can hop over multiple adjacent occupied positions in a line. You can also jump over a single non adjacent piece as well. Hops can also consist of jumping over a distant piece to a symmetrical position on the opposite side in the same line of direction. The easiest example is that if there are two not occupied positions between your marble and the marble being jumped there must be room for two not occupied positions on the other side as well. Just like with the conventional game mode you can also do any number of chain hops. While someone is doing a chain hop a piece is usually allowed to enter an empty corner, also, as long as it hops out before the move over. Jumping over two or more pieces is also not allowed in this game mode.

It is quite simple when discerning the difference between actions and outcomes. Actions are simply moving a marble to an available spot. The outcomes of those actions are limited also, you can either move to a different spot, jump a piece, or land in the opposite triangle or “home”, unless you are playing a different game mode than conventional. That is pretty much the whole context of the game besides the differences in the game modes. The core mechanics of the game, once passed all the player information, is just picking a marble and then placing that marble to a legal move. The objective of the game just like with any game is to win, obviously. Unless you just really don’t like Chinese checkers I feel like the different game modes will be the most meaningful when it comes to playing it. This is because it allows you for more options where if you get bored with one game mode you can keep playing but learn a different game mode. Also, if you feel cocky and want to challenge yourself then choose for the game to be timed, which is times much in the same way as chess where you get so much time for the game and every move gives some time back to that specific player. If you run out of time for moves, you lose.