User manual for GM dojo

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# Use cases:

## Playing against another human

In the menu, choose „Play against your friend” and then hit „Play”. After that you can play by clicking on the piece, you want to move and then clicking on the square, you want to move the selected piece. If the move is legal, your opponent is next. This should be done until the end of the game.

## Playing against an engine

In the menu, choose „Play against the engine”, then specify with what engine, you want to play and with what colour. You can also specify the time; you allow the engine to take. If you leave this black, the engine will take as much time, as it can (not recommended). After these, hit „Play” and then you can make moves by clicking on the piece, you want to move and then clicking on the square that you want this piece to move to.

## Analysing games

In the menu choose “Analyse you game”, then specify the engine you want to use. You must also set the PGN (game data) either as text, or alternatively you can load it from a file by clicking on “load from file”. After that, hit “analyse”. You can see the engine’s first choice highlighted in red on the board. You can use the arrow keys, page up, -down, home and end keys to step through the moves.

## Analysing position / puzzle

In the menu choose “Let the engine solve your puzzle”, then select the engine, you want to analyse with. Enter the position’s FEN string and then hit “Solve”. After that, the engine’s choice will be highlighted in red on the board.

## Changing user preferences

In the menu choose “Settings”. In the settings menu, you can change the theme of the pieces and the colours used by the board. After settings the desired values, hit “Save” to persist them.

## Saving the moves of a game

After you play a game either against another player or against the engine, you are given the choice of saving the moves. On the game ended popup, click on “Save PGN to file” to save it on the disk, or alternatively choose “Copy PGN to clipboard” to copy it.