

Release Notes v1.0.2011292218

Features that are implemented:

We implemented the full extent of the checkers game-play, including forced capture, multiple capture, promotion, etc. We also implemented a win condition checker, to determine the winner/loser of each game. We also implemented the ability for multiple games to go on at a time. One user could also be playing multiple games at a time.

Features that are not implemented:

We did not have time to implement the ability for a user to offer a draw. We also did not implement a timer.

Known bugs and their severities:

Bug #1: When player 1 rejoins the board, the board is reset. This does not happen when player 2 rejoins. Severity: Medium

Bug #2: When doing multiple captures, the user must click on the right square once to perform multiple captures. They cannot click on multiple squares to perform multiple captures. Severity: Medium