

# Checkers User Manual

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## How to run

In order for the program to run, you must start a web server at the root of the project with the TP3 folder and the WebCGF lib.

The easiest way is to use the live server extension from VSCode, select the TP3 folder and enjoy the game.

## Menu

The menu is the game's starting point.

The user can decide when to start playing by clicking on the **Start** button. In the menu, the user is presented with options relative to the **Board Size**, the **King Rule**, and the **Time Limit**.

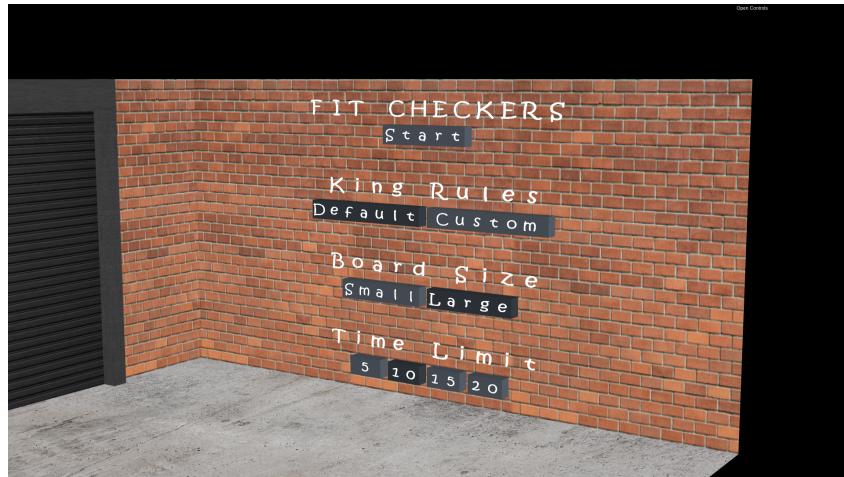


Figure 1: Menu

As for the **Board Size**, the user can opt for either the **large** or the **small** option, which will result in a giant board being loaded in the room next to the gym or in a smaller board in the gym, respectively.

For the **King Rule**, the user can choose **default** - the piece can move one cell in any direction, or **custom** - the piece can move any number of cells in any direction.



Figure 2: Default and Custom King Rule

The **Time Limit** option is pretty self-explanatory and allows the user to choose how much time each player will have, in minutes.

Finally, to **view the previous game's movie**, if there is one, the user just has to press **F**.

## Game

The **Start** button redirects the user to the game.

The user needs to click on one of the pieces to make a move. By default, a piece selection is only allowed if it corresponds to one of the turn player's pieces.

Additionally, if in that turn it is possible for the current player to effect a capture of one (or more) of his opponent's pieces, only the piece(s) and corresponding destination cell(s) leading to that capture will be considered valid.

Upon selecting a piece, the possible movements are highlighted for the user to select the destination cell - a yellow highlight represents a normal move, and a green highlight represents a capture move.



Figure 3: Normal and Capture Move's Highlights

When the user selects the destination cell, the piece starts its movement. In the case of a capture move, the player's selected piece collides with the opponent's soon-to-be-captured piece, and the latter is transported to and stacked in the corresponding support. When the opponent's captured piece is no longer blocking the path, the player's piece continues the movement to the selected destination.

Lastly, when the piece reaches the opposite side of the board, it upgrades to a king piece, becoming three simple pieces stacked on top of each other.

The player can always press **Z** to undo moves up until the game's start, at which point there are no moves remaining to undo, or **Q** to quit the game.

## Interface

In the interface, the user can enable/disable the camera animations in the **Camera Animations** checkbox, and change their duration in the **Camera Animations Duration** slider input. During the game, the camera will switch between pre-defined cameras depending on the current state. However, the current camera can also be changed via the interface, by selecting any of the available in the **Views** drop-down.



Figure 4: Interface Controls