

Checkers User Manual

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January 2023

How to run

To run the program, you must start a web server at the project's root 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.

Start of the game

The game begins when the user presses the letter 'S'. The user is also able to choose the environment he wants to play the game, being able to change it anytime he wishes.

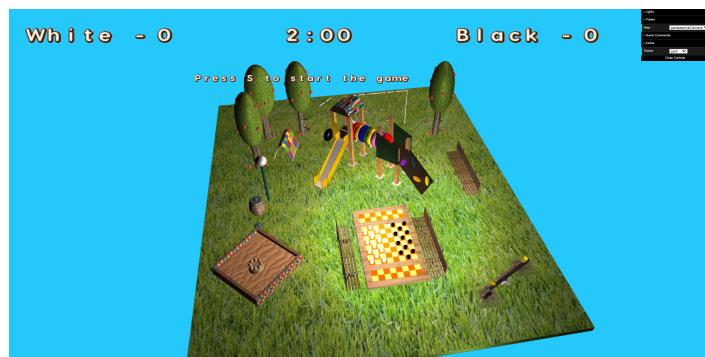


Figure 1: Park



Figure 2: Park

As can be observed in the figures above, the game board presents the player's scores and the time, this time indicates the time of a play, which means that a player has only 2 minutes to make one move.

In the interface, we can also find some buttons to change the lights, the cameras, or scenes and, also undo a move or reset the game.

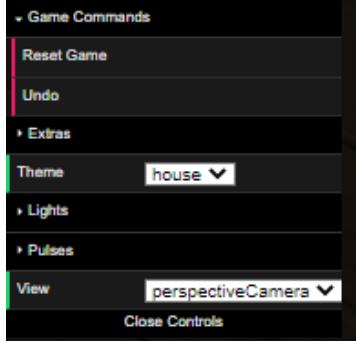


Figure 3: Park

As soon as the game starts, the camera changes to the side of the first player, black piece one. After selecting the wished piece to be moved, a set of tiles changes colour, this means that those are the only tiles that a piece can move to, meaning that the player can only select those ones. If a player wishes to change the piece that he wants to play, he has to click again on the piece previously selected to not be selected anymore.

If a piece reaches the opposite end of the board, it transforms into a King, removing pieces from the storage of the opponent (if they exist, if not a new piece is inserted into the game). A King piece is distinguishable by its height (the height of two pieces) and a crown around the connection of both pieces. This piece can move in all four diagonals as many times as he wishes, needing to press the letter 'C' to change turns if he does not wish to play anymore.



Figure 4: Park