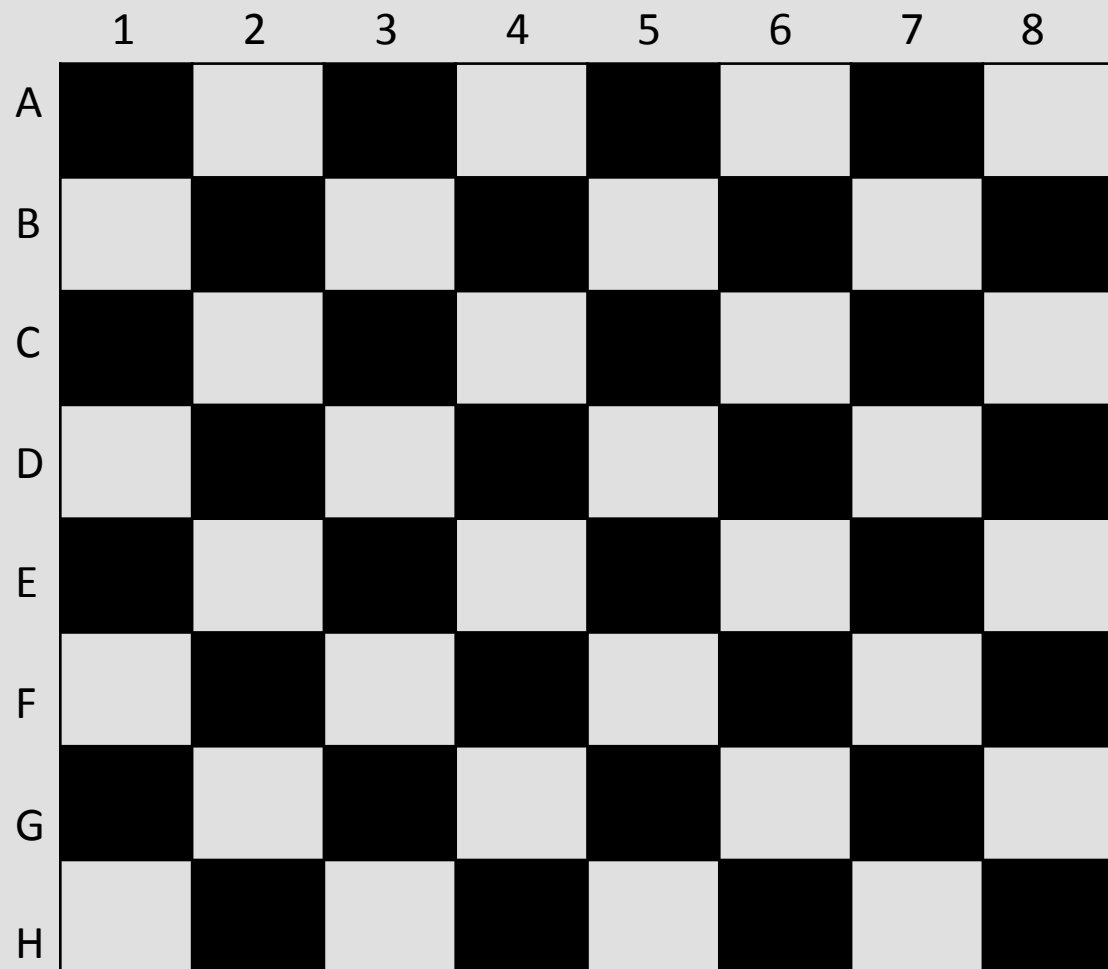


# **USER INTERFACE**

Waiting for opponent to move...

Forfeit Game

Restart Game



**Matt:** Hey Susana

**Susana:** Hey Matt. Ready to lose?

Type in your message here...

Matt moved from e6 to d8.



- The status bar at the top will display whose turn it is, along with other relevant game state information.
- The two buttons in the top-right hand corner will popup a prompt that confirms if the user really wants to take that action.
- The instant message window is simple: type a message and hit the Enter/Return key to send it.
- The bottom bar is a scrollable list of past actions.

# **GAME LOGIC INTERFACE**

public string doOperation (string command)

*command* can be one of many commands:

“clear board” – clears the board of all checkers

returns “true” on success, “false” on failure

“place <color> at <location>” – places a checker of *color* (e.g. *black*) at *location* (e.g. *e6*)

returns “true” on success, “false” on failure

“move <location1> to <location2> to <location3> ...” – moves the checker at *location1* to *location2* to *location3*

returns “[black | red] wins” if a player wins

returns “false” if a move is invalid

returns “true” if a move is valid

“<color> forfeits” – notifies the game engine that a player has forfeited

returns “true” on success, “false” on failure

“new game” – starts a new instance of the game

returns “true” on success, “false” on failure