User Manual (UM)

**For**   
**Reversi Game**

**Version 1.1**

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Configuration Change Record (CCR)

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Changes/Additions** | **Resp. Person** |
| 9/10/2013 | 1 | User story | Hazem |
| 25/10/2013 | 2 | SRS | Mohamed Abrahem |
| 9/10/2013 | 3 | Project plan | Adnan |
| 9/10/2013 | 1 | User case and classes | Anas |
| 9/10/2013 | 1 | Coding | Amr |

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# Section1. Introduction

**1.1 The History of Your Game or Introduction to Your Game**

**Reversi** is a game played with 2 players, each representing a color on the board.

**1.2 The Rules of Your Game**

The rules are simple; you will need 64 reversible discs and a board.

1. Place 2 black and 2 white discs in the board’s four center squares with corresponding colors diagonal to each other.
2. Use a color for each player, black goes first.
3. Place a black disc in a square adjacent to a white disc so that a black disc is on either side of the white disc, when a white disc is surrounded the black player flips the white disc to the black side.
4. Move on to the next player, the white player places a white disc in a square adjacent to a black disc so that there is a white disc on either sides of the black ones, flip the black discs to the white side.

A player can flip any number of opposing discs so long as they have a disc on either side of consecutive opposing discs.

1. Take turns playing the game until all of the discs are on the board. If you cannot place a disc on the board so that your color is on either side of another player, you lose your turn.
2. Continue playing until every space on the board is occupied or no one can make another move. The player who has the most discs on the board wins.

**1.3 Game Requirements and Installation**

**This game start on browser and but too you can start in the server internet to play anther person**

**2 Using the Game**

You can use the game in playing with computer or play with anther player

* 1. **Terminology**

1- Discs: The pieces the players play with.

* 1. **The User Interface**

A green board with 64 slots and black grids and the menu above it before starting the game.

1. **How To's**
   1. **How to Start a New Game**

-Just a few clicks away from starting the game.

-All delays in the system longer than .5 seconds will produce a dialog box that says "Please wait."

-It is possible to reach any given system function from the main window in less than 3 clicks.

-It is possible to accomplish any given task with just the keyboard, without the mouse.

-All screens will have a help button. Each help button on a given screen must provide at least one 'topic' for each control on the screen.

**3.2 Help**

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