
FastCheckers

Version 1.0

Release Update

March 12, 2017

What's New?

- New name and logo: Fast Checkers
- New lobby that allows multiple active players and on-going games
- You can simple click on another player's name in the Lobby to challenge him to a game of "Fast Checkers"
- We're using Travis-CI to test our build every time new code is pushed to our GitHub repo, and Jasmine to write unit tests

Improvements

- You can now simply hit ENTER to login, and to send chat messages when in game
- Whether you're playing as Red or Black, your pieces will always start at the bottom of your checker board on your screen. Your opponent's pieces will appear at the top of your checker board
- Once the game is over, if you or your opponent want to rematch, the other person will receive a prompt in the chat box to whether accept or decline the rematch invitation

Bug Fixes

- Fixed: Declining a rematch wouldn't do anything
- Fixed: Resigning took you back to the login page. Now you can return to the lobby
- Fixed: Piece shadow not properly rendered

Known Issues

- Rejoining a game doesn't work
- Pausing a game is not possible
- Message box doesn't automatically scroll when a new message is received
- Does not alert user of new moves and messages