Checkers CS451 - Release Notes

Group 6

● Version 0.1

- ○ Initial Version
- ○ Setup GitHub project
- ○ Client Changes
    - ■ Created non-functional UI design
    - ■ Created image resources for pieces
- ○ Server Changes
    - ■ Created server component
    - ■ Created Gamemaster component

● Version 0.2

- ○ Client Changes
    - ■ Fixed piece mirroring when playing as black
    - ■ Fixed incorrect square highlighting when jumping pieces
    - ■ Ignore other moves when a piece has an available jump
- ○ Server Changes
    - ■ Initial Checkers Gamemaster implemented, does not handle all edge cases

● Version 0.3

- ○ Server Changes
    - ■ Pieces become kings when moved to relevant board positions
    - ■ Opponent's pieces can not be moved
    - ■ Support for serializing the current game state to a bit stream

● Version 0.4

- ○ Client Changes
    - ■ Implemented MethodInvoker for UI updates from server thread
    - ■ Fixed piece re-mirroring when sending move to server
    - ■ Removed option for user to specify connection port
- ○ Server Changes
    - ■ Initial support for connection from clients
    - ■ Message size sent first to ensure correct bytes are read

● Version 0.4

- ○ Client Changes
    - ■ Fixed piece re-mirroring when sending move to server

- ■ Removed option for user to specify connection port
  - ○ Server Changes
    - ■ Networked play between multiple clients possible on the same server
    - ■ Support for multiple simultaneous games on the same server
    - ■ Updated NetworkStream usage to raw socket writes

● Version 0.5

- ○ Client Changes
  - ■ Fixed inability to jump due to wrong target space being sent to server for validation
- ○ Server Changes
  - ■ Updated kinging logic to work for both players
  - ■ Fixed infinite king-jump loop where the server causes a player to continue jumping the same piece instead of ignoring recently jumped pieces
  - ■ Changed network protocol from IPv6 to IPv4
  - ■ Force players to jump when jumps are available

● Version 1.0

- ○ First Release
- ○ Client Changes
  - ■ Forfeiting introduced
  - ■ Fixed byte stream error causing OutOfMemory exceptions to be thrown
  - ■ Updated references to use new code required for server deserialization fix
- ○ Server Changes
  - ■ Support for forfeiting
  - ■ Corrected deserialization object mapping error by restructuring code base
- ○ Known Bugs
  - ■ Console spam is experienced during forfeiture
  - ■ Player can only forfeit during their turn

● Version 1.1

- ○ Client Changes
  - ■ Fixed byte stream error causing OutOfMemory exceptions to be thrown
  - ■ Updated references to use new code required for server deserialization fix
- ○ Server Changes
  - ■ Reduced console spam from dead threads
  - ■ Fixed byte stream error causing OutOfMemory exceptions to be thrown
- ○ Known Bugs
  - ■ Player cannot forfeit if it is not their turn