Checkers

Release Notes

GROUP 4

|  |  |
| --- | --- |
| Application | Checkers |
| Version | 1.0 Release Build (“Panda Express”) |
| Release Type | Final |
| Target Environment | Chrome, MacOSX, Windows 10 |
| Deployment Type | Updates on Browser |

|  |  |
| --- | --- |
| **Group Members** | Omair Bhore, Phuc Ngo, Nhan Nguyen, Bruce Zhao |
| **Faculty Advisor** | Dr. Filippos Vokolos, Ph. D. |
| **Teaching Assistant** | Mr. Sean Grimes |

Product Introduction

Welcome to the final product release build of the 2017 Checkers game, developed and tested by the members of Group 4, available to all operating systems that handle browsers.

This document describes the functions and issues that have been introduced and found during the time of release for the release build of the Checkers game.

Release Features

* Checker’s game rules implemented
* Move validation implemented
* Drag and drop feature implemented
* Checkerboard display implemented
* Turn system implemented
* Move logs implemented
* Username creation implemented
* Lobby implemented
* Match winning implemented
* Match losing implemented
* Match resigning implemented
* Matchmaking implemented
* Remote server implemented
* Sockets implemented
* About information implemented

Known Issues and Problems

* Multiple game handling not-optimal
* UI resize bug
* Mobile responsiveness issues
* Andorid application not completed
* Occasional issues with move validation and double jumping