

# Checkers Design Document

me 3

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## 1 Introduction

This document contains the decomposition, uses relationship, and traceability.

## 2 Module Guide

Modules are stuff.

## 2.1 Hardware Hiding Module

### 2.1.1 Input Module

<b>Type</b>	Hardware Module
<b>Secret</b>	This module translate mouse clicks and keyboard presses to be used by the rest of the software.
<b>Responsibilites</b>	This module will take mouse and keyboard input and convert it to software usable states.
<b>Uses</b>	None
<b>Design</b>	3.4
<b>Code File</b>	Inside Game1.cs, and built into C#.
<b>Explanation</b>	The input module is a hardware hiding module since it translates hardware inputs to software.

## 2.2 Behaviour Hiding Module

### 2.2.1 Piece Module

<b>Type</b>	Software Module
<b>Secret</b>	This module hides and separates specific piece information.
<b>Responsibilites</b>	This will hold the necessary components to describe what a game piece will contain, which will be seperate from the game board.
<b>Uses</b>	None
<b>Design</b>	3.1
<b>Explanation</b>	The piece is a part of behaviour hiding since the piece module holds specific piece information and outputs values needed by other modules.

## 2.3 Software Decision Hiding Module

### 2.3.1 Board Module

<b>Type</b>	Software Module
<b>Secret</b>	This module serves to hide the secret of how the board is defined internally.
<b>Responsibilites</b>	This module is responsible for holding the necessary components and attributes to setup the board and describe piece locations.
<b>Uses</b>	2.2.1
<b>Design</b>	3.2
<b>Explanation</b>	The board is a part of software decision hiding since the board implements a data structure that holds the placement of the pieces, this data structure might be changed for increased performance. Another software decision is deciding how to take user input to parse the placement of pieces.

### 2.3.2 Game1 Module

<b>Type</b>	Software Module
<b>Secret</b>	This module hides how the graphics are displayed and how we switch between states of the game.
<b>Responsibilities</b>	This module will be the responsible for the initial execution of the game, this class connects and launches critical components together.
<b>Uses</b>	<b>2.3.1, 2.2.1, 2.1.1</b>
<b>Design</b>	<b>3.3</b>
<b>Code File</b>	Game1.cs
<b>Explanation</b>	The module is a part of software decision hiding since it determines how we draw the graphics and what to do when we switch between states of the game.

### 3 Module Design (MIS and MID)

#### 3.1 Piece Module

##### 3.1.1 Interface

<b>Types</b>	
typeState	enumerate if the piece is normal or king
player	enumerate if piece owned by Black or White
<b>Constants</b>	
None	
<b>Access Programs</b>	
getType()	Retrieves the piece's current type.
setType(newType : typeState)	Changes the piece's type.
getOwner()	Says who owns the piece.

##### 3.1.2 Implementation

<b>Variables</b>	
pieceType : typeState	holds current piece type
owner : player	holds information of the piece's owner
<b>Access Programs</b>	
<b>getType() : typeState</b>	
Inputs	None
Updates	None
Outputs	pieceType
<b>setType(newType : typeState)</b>	
Inputs	newType
Updates	pieceType
Outputs	None
<b>getOwner() : player</b>	
Inputs	None
Updates	None
Outputs	owner

## 3.2 Board Module

### 3.2.1 Interface

#### Types

None

#### Constants

None

#### Access Programs

setUpBoard()	Sets up board based on user input.
getPiece(col : int, row : int)	This method is used to determine if a piece exists on a square of the board. If the piece does exist, we pass it along to the caller.
placePiece(col : int, row : int, piece : Piece)	Places the piece on the board while checking if the placement is legal (in terms of checkers).
movePiece(fromCol : int, fromRow : int, toCol : int, toRow : int)	Moves the piece from starting to end positions while checking if the movement is valid (in terms of checkers).
clear()	Removes all pieces from the board.

### 3.2.2 Implementation

<b>Types</b>	None
<b>Constants</b>	None
<b>Variables</b>	pieceArray[] The board will be implemented as an array.
<b>Access Programs</b>	<div><div><b>setUpBoard(input : string)</b> Inputs input Outputs pieceArray[] Updates None Description Parses input to be interpreted as Piece locations. Place Piece on correct Piece location using the PlacePiece() access program.</div><div><b>getPiece(col : int, row : int) : Piece</b> Inputs col, row Outputs piece Updates None</div><div><b>placePiece(col : int, row : int, piece : Piece)</b> Inputs col, row, piece Outputs pieceArray[] Updates None Description If piece placement is valid, it will put it there in the data structure.</div><div><b>movePiece(fromCol : int, fromRow : int, toCol : int, toRow : int)</b> Inputs None Outputs None Updates None</div><div><b>clear()</b> Inputs None Outputs pieceArray[] Updates None</div></div>

### 3.3 Game1 Module

#### 3.3.1 Interface

<b>Types</b>	
state	enumerate if the game is in Menu, Setup, or Playing
<b>Constants</b>	
	None
<b>Access Programs</b>	
Update()	Allows the game to run logic such as switching state, updating the game, and gathering input.
Draw()	Draws the correct graphics on screen depending on the state.
takeInput()	Takes user input for setting up a board.

#### 3.3.2 Implementation

<b>Variables</b>	
currentState : state	holds information of the current state
input : string	holds board setup from user
board : Board	
pieceList : List	Holds information of where to graphically place each piece.
<b>Access Programs</b>	
<b>Update()</b>	
Inputs	None
Updates	currentState
Outputs	None
<b>Draw()</b>	
Inputs	board
Updates	pieceList
Outputs	None
<b>takeInput()</b>	
Inputs	input
Updates	None
Outputs	board

### 3.4 Input Module

#### 3.4.1 Interface

<b>Types</b>	
Keys	enumerates keyboard buttons
<b>Constants</b>	
	None
<b>Access Programs</b>	
GetState()	Gets if mouse button is pressed.
IsKeyDown(key : Keys)	Checks if the key is pressed.

### 3.4.2 Implementation

#### Variables

mouseState	Holds if mouse is pressed.
mouseClickedPiece	Holds the graphical object the mouse is clicking on.
mousePos	Stores current mouse position.

#### Access Programs

##### **GetState()**

Inputs	None
Updates	None
Outputs	mouseState

##### **IsKeyDown(key : Keys)**

Inputs	None
Updates	None
Outputs	None