

CheckerZz Release Notes

CheckerZz version number: 001

Release notes version number: 1.0

Release date: 8/21/2016

Overview:

CheckerZz is a program that allows two people to play a game of checkers over a local area network. CheckerZz supports discovery of other players on the same network, and enforces standard rules of play.

Purpose:

The purpose of this document is to provide a list of features, bug-fixes, and known issues in this release of the CheckerZz program.

Feature Summary:

Once started the program can:

1. Broadcast (using UDP) that there is an instance of the CheckerZz program running
2. Detect other instances of the CheckerZz program on the same LAN
3. Allow the user to connect to another instance of the CheckerZz program
4. Play a game of checkers
 - a. Enforce move rules
 - b. Show available moves
 - c. Automatically detect wins, losses, and ties
5. Return to the main interface on the completion of a game

Bug Fixes:

This is the first release, so no bugs have been fixed since last release.

Known Issues:

- Requirement 2.2a: username selection was not ready for release
- Requirement 2.2f: notation output was not ready for release
- Freeze until success or timeout (for 5-7 seconds) upon the unsuccessful connection to another instance
- Requirement 3.5.1b was not ready for release, players should have the option to decline a game