

# *USER MANUAL*

Jar Chess – Android App

---

## TABLE OF CONTENTS

---

<b>INSTALLATION .....</b>	<b>2</b>
<b>REGISTRATION AND SIGN-IN.....</b>	<b>3</b>
REGISTER.....	3
SIGN-IN .....	3
<b>STARTING AND PLAYING A CHESS MATCH.....</b>	<b>4</b>
GAME MODES.....	4
MATCH SETTINGS .....	5
<i>Match Clock Selection</i> .....	5
<i>Require Explicit Move Commit</i> .....	5
<i>Always Promote to Queen</i> .....	5
<i>Disable Pausing</i> .....	5
PLAYING A MATCH .....	6
<i>GUI Layout</i> .....	6
<i>Basics of How to Play Chess</i> .....	7
<i>Making a Move</i> .....	9
<i>Leaving the Match</i> .....	9
<i>Pausing the Match</i> .....	10
<b>ACCOUNT MANAGEMENT.....</b>	<b>11</b>
CHANGING PASSWORDS.....	11
CHANGING AVATAR.....	11
MANAGING THE FRIENDS LIST .....	12
<i>Sending a Friend Request</i> .....	12
<i>Responding to a Friend Request</i> .....	12
<i>Removing a Friend</i> .....	12
<b>TROUBLESHOOTING AND DEFECT REPORTING .....</b>	<b>13</b>

## INSTALLATION

---

Because the game is not yet released, installation and execution require the use of a development tool called Android Studio. Android Studio can be downloaded at Android Studio's Website.

(<https://developer.android.com/studio>)

Install Android studio following their instructions. After you finish installing Android Studio, launch it and import the project located in the JarChess folder. (File > New > Import Project...)

Once you have the project loaded, you will need to set up a test device. You can do this by using the menu bar to open Tools > AVD Manager.

Click the "+ Create virtual device..." button.

Pick a device from the phone list (Pixel 2 is a good option) and click next.

Choose an OS version 5.0 or higher and click next.

At that point you should be able to use the "Run..." option in the Run menu, choosing app, to launch the application in the emulated device.

Allow time for the emulator to get started.

## REGISTRATION AND SIGN-IN

### REGISTER

Most of the time that you are not in a match you will see a bar on the top of the screen. This is the toolbar. If you press the circle or where it says "Logged Out" a screen will appear that allows you to register or sign-in.

To register an account please enter your desired username and password and click the register button. If the username is available and the password is allowed, the account will be created, and you will be logged in.

We strongly encourage using strong passwords that are unique and difficult to guess.

### SIGN-IN

If you have already registered an account, you may sign-in by entering your username and password and pressing the login button.

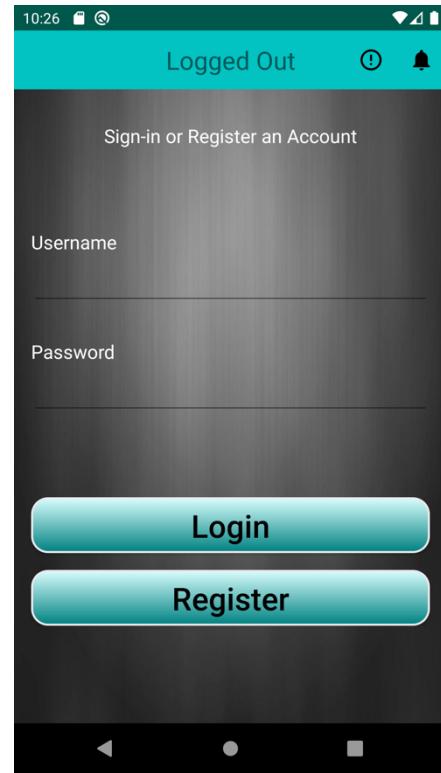


FIG. 1-LOGIN SCREEN

## STARTING AND PLAYING A CHESS MATCH

---

### GAME MODES

Game Mode	Description	Opponent Options
Single Player	Matches against AI opponents	Difficulty of AI
Local Multiplayer	Matches where both colors are controlled by interaction with a single device. You can play against yourself or a friend in this mode.	N/A
Online Multiplayer	Matches where two people play from different devices.	Random Opponent or Select a friend to play with.

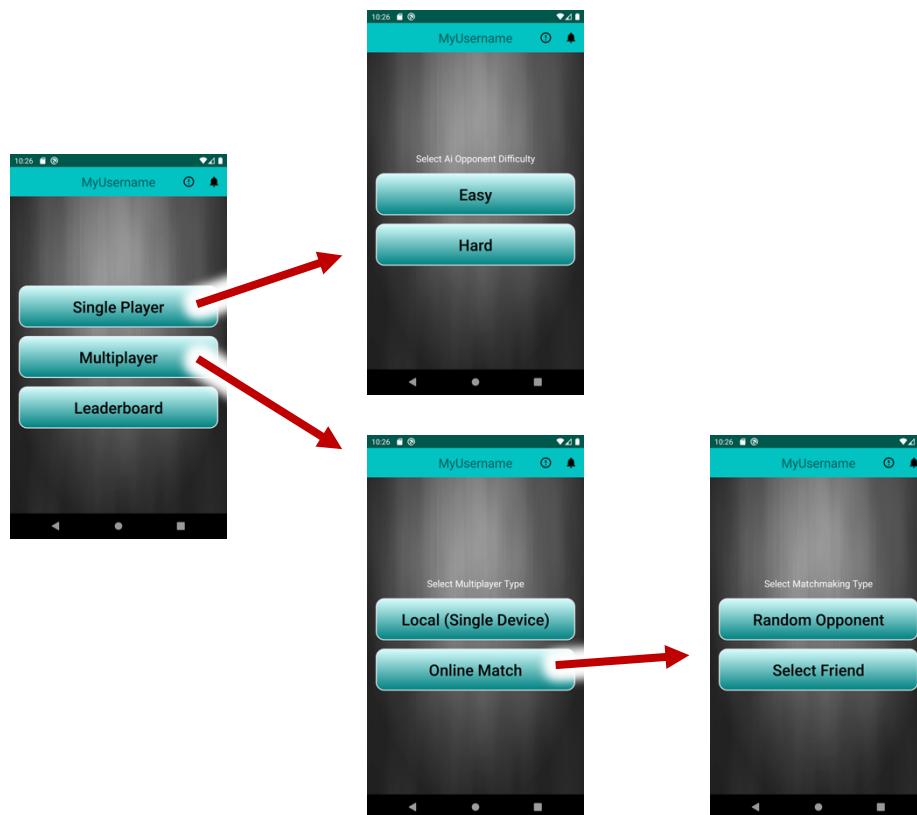


FIG. 2-GAME MODE SELECTION

## MATCH SETTINGS

Before you start a match, you will be presented with a screen with various settings. They will start at the default values or the values that you have saved for your account.

### MATCH CLOCK SELECTION

The choice of match clock is only available in some game modes.

Match Clock	Description
Classic FIDE	90 minutes for the first 40 moves, then 30 minutes for the rest of the match. 30 seconds are added to your time after each move as long as you didn't run out of time.
Casual	A clock that counts up. You will not run out of time.
Hidden Casual	No clock

### REQUIRE EXPLICIT MOVE COMMIT

Enabling this setting will require a button press to finish making a move. This setting is for players that want to ensure they don't make unintentional moves by pressing the wrong square on accident.

### ALWAYS PROMOTE TO QUEEN

If you never promote to anything besides Queen, enabling this setting will automate the promotion process.

### DISABLE PAUSING

If you don't want the option to pause a match, and want to automatically reject any incoming pause requests, you can do so by enabling this setting.

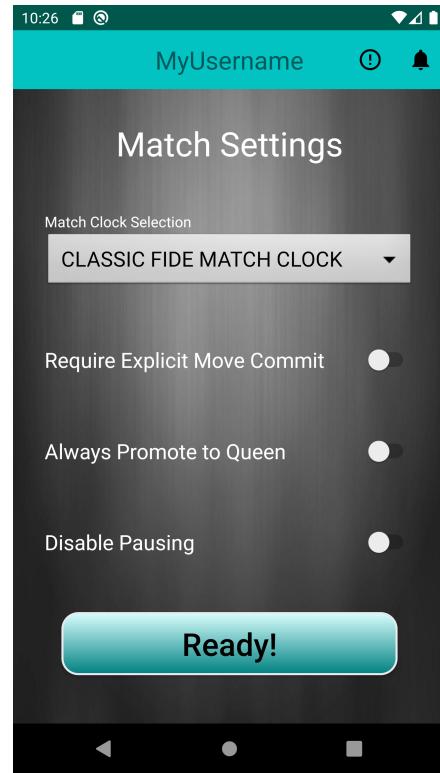


FIG. 3-MATCH SETTINGS SCREEN

## PLAYING A MATCH

## GUI LAYOUT

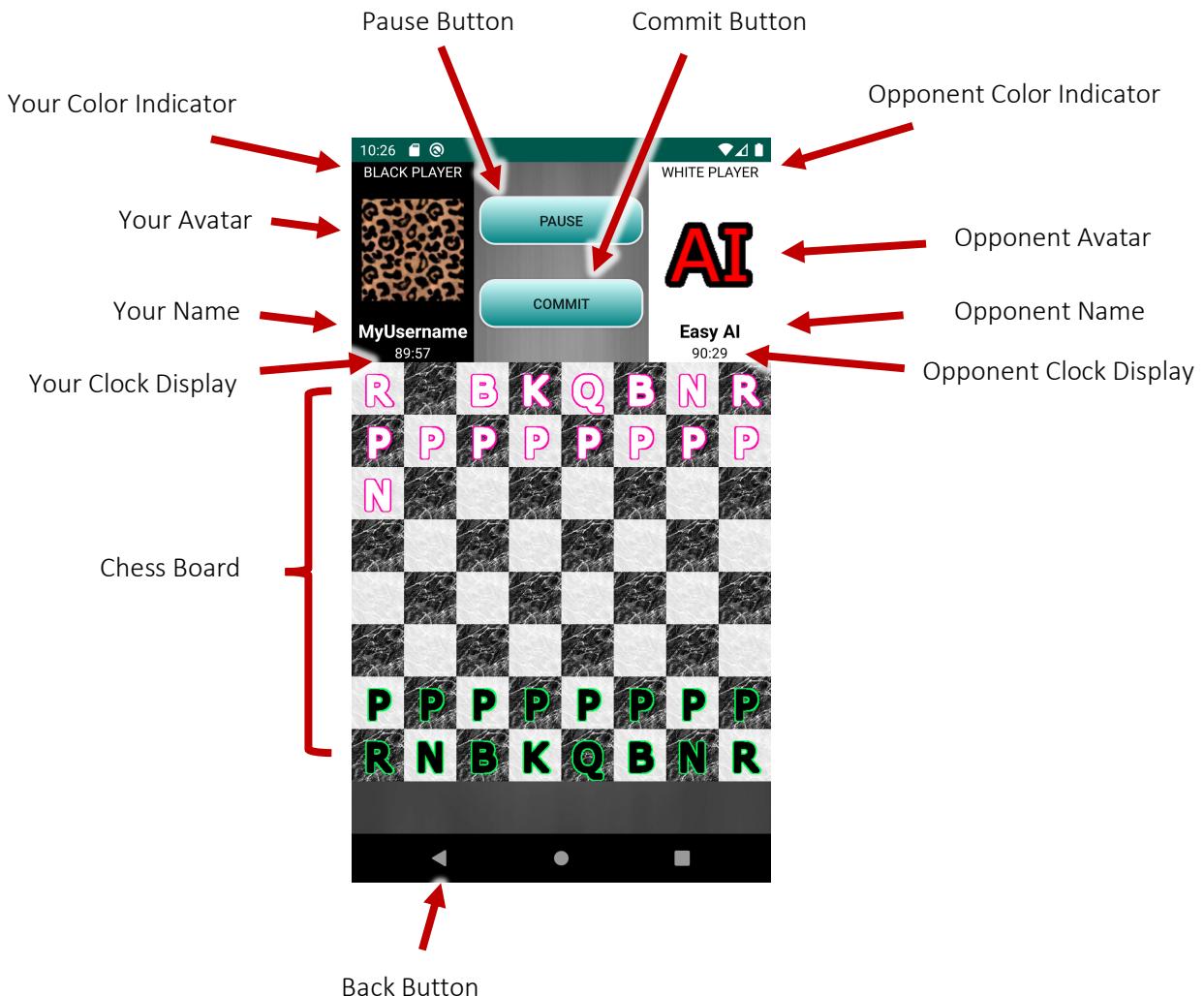


FIG. 4-MATCH SCREEN LAYOUT

---

## BASICS OF HOW TO PLAY CHESS

---

If you need a deeper understanding of the rules of chess, resources are plentiful on the internet. This section will attempt to teach you the very basics so you can start playing matches.

---

### THE PARTICIPANTS

---

A game has two participants. You will be assigned a color of black or white and your opponent will play the other color.

---

### THE GOAL

---

The goal of the game is to place your opponent into a condition known as checkmate, where the opponent cannot make a legal move that would save their king from being captured on the following turn.

---

### THE FLOW OF A MATCH

---

The game starts with the participant playing white making an opening move. After that, the two participants alternate who make the next move until the game ends.

---

### GAME ENDING CONDITIONS

---

#### Win Conditions

- Checkmate

#### Loss Conditions

- Resignation

#### Draw Conditions

- Agreed upon draw
- Stalemate – A player has no legal moves, but their king is not in danger.
- Too many repeated game states
- Too many moves without a capture or pawn movement

### THE PIECES AND HOW THEY MOVE

---

The game has six types of pieces of each color. Each type of piece can move differently. Since the game will show you all possible legal destinations for a selected piece, we recommend you start learning by playing the game.

Game Piece	Description
<b>Pawn</b>	The front-line unit. It only moves straight forward one square if not capturing. It can capture a piece diagonally forward one square. It can move forward two squares if not capturing and moving from its starting position, however doing this allows an enemy pawn to capture the moved pawn during the next turn by making a capturing movement as if your pawn had only moved one square instead of two. By moving this piece to the final row, you can promote it to a Knight, Rook, Bishop, or Queen of the same color.
<b>Knight</b>	A knight is the only piece that can jump over other pieces to get to its destination during a normal move. It moves two squares in one direction and one in the other.
<b>Rook</b>	The rook can move any number of squares in a straight-line forward, backwards, left, or right.
<b>Bishop</b>	The bishop can move any number of squares in a diagonal line.
<b>Queen</b>	The queen can move like a rook or bishop.
<b>King</b>	The king can move to any adjacent square.

### THE CASTLE MOVE

There is one special type of move that involves two moving pieces. This move is called a castle. For this move to be legal, the king and the rook involved in the castle move must be in starting position and must not have moved, no piece may be between the king or the rook, and the King cannot start, end, or pass through a square that is attacked by an opponent piece. The move involves the king sliding two squares left or right and the rook that the king slid towards jumps over the king to the square next to it.

### THE CLOCK

---

If you choose to play with a competitive match clock, it is possible to lose the game if your time runs out. This is known as a flag fall.

## MAKING A MOVE

When it is your move, you may press on one of your pieces to select it as the piece you wish to move. Any legal destinations will be highlighted. While you have a piece selected, you may press on another piece you control to change the selected piece. With a piece selected, you may press on one of the highlighted destination squares to select that as your destination. If the “Require Explicit Move Commit” option is enabled you will need to press the Commit button, otherwise the move will be made immediately when the destination is selected.

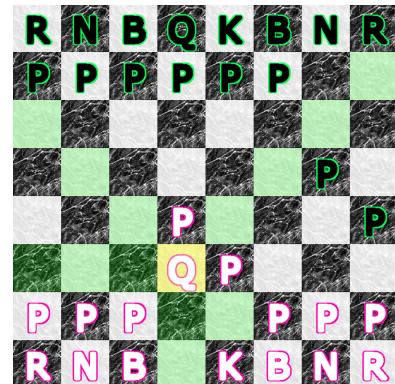


FIG. 5-MAKING A MOVE

## LEAVING THE MATCH

If you want to leave a match, pressing the back button will display a menu that will allow you to leave the match. You must choose one of the two options.

### RESIGN

Resigning from a match will result in a loss but it can be done regardless of who's turn it is and doesn't require approval of the opponent.

### REQUEST A DRAW

If you don't want to take a loss you can ask the opponent if they will accept a draw. This is automatically approved if playing a local multiplayer match, but otherwise requires the approval of your opponent. You may only request a draw when it is your move. A draw request cannot be rescinded, and the match clock will continue to run while the request is considered.

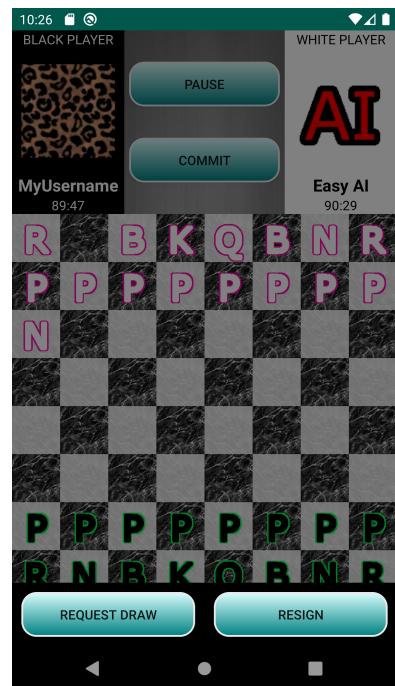


FIG. 6-BACK BUTTON MENU

---

### PAUSING THE MATCH

---

You may wish to pause the game to stop the match clock. Pausing may only be done when it is your move and requires the approval of your opponent when playing an online match. When the game is paused, both players must be ready to resume before the game will continue. A pause request may not be rescinded, and any the match clock will continue to run while the request is considered.

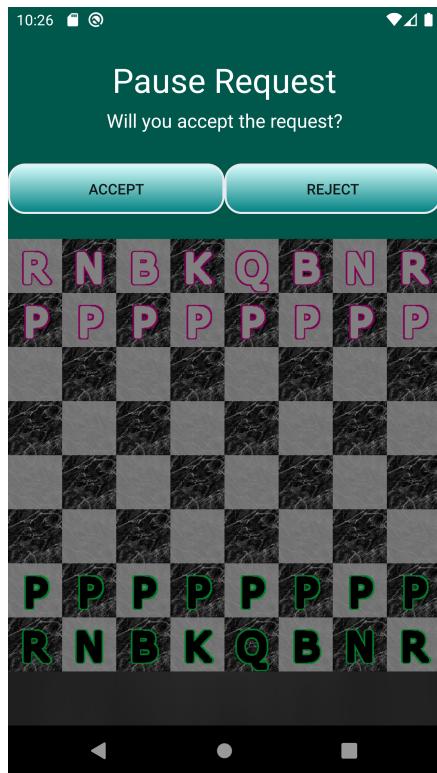


FIG. 8-PAUSE REQUEST SCREEN

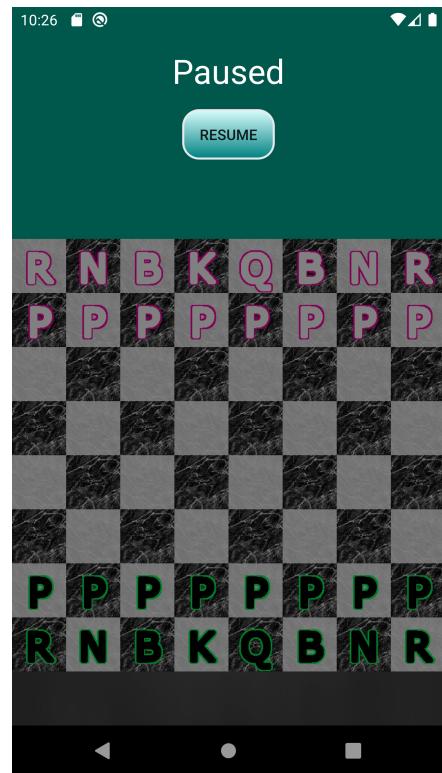


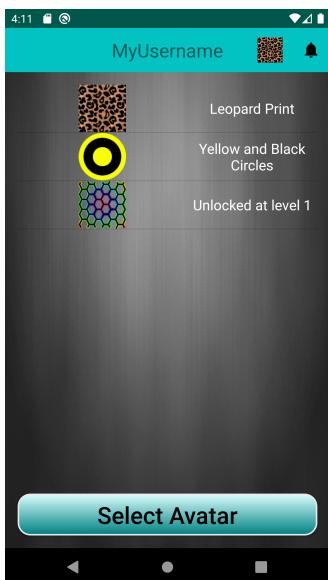
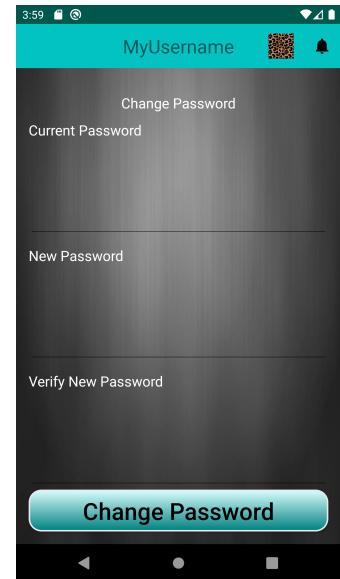
FIG. 7-PAUSE SCREEN

## ACCOUNT MANAGEMENT

### CHANGING PASSWORDS

If you wish to change your password and you know what your current password is, log-in if you are not already logged in and press on the name in the toolbar at the top where your username is displayed to display a profile menu. Press the change password button to start the process. Enter your current password, followed by the new password you wish to use. Finally, re-enter your new password to verify that it was entered correctly.

If you don't know your current password, please contact us for additional assistance at [support@jarchess.com](mailto:support@jarchess.com).



### CHANGING AVATAR

To change your avatar, log-in if you have not already and press on the name in the toolbar at the top of the screen to open the profile menu. Press the Change Avatar button to start the process.

You will be shown a list of different options, but only some of them will be unlocked. As you play online matches, you can increase your level and unlock more options!

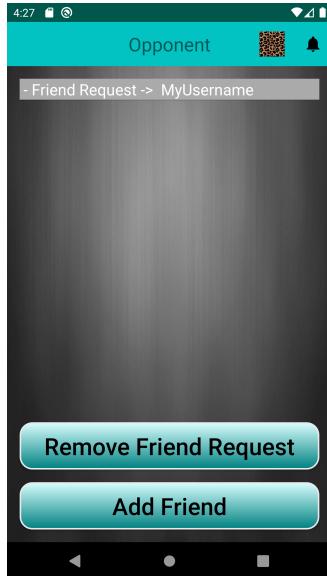
Simply press on the option you want to select it, and press the select avatar button to finalize your selection.

## MANAGING THE FRIENDS LIST

To manage your friends list, log-in if you have not already and press on the name in the toolbar at the top of the screen to open the profile menu. Press the Friends List button to get started.

### SENDING A FRIEND REQUEST

Press the Add Friend button to navigate from the friends list to the friend request screen. To send a friend request just type the friend's username into the field and press the Add Friend button.

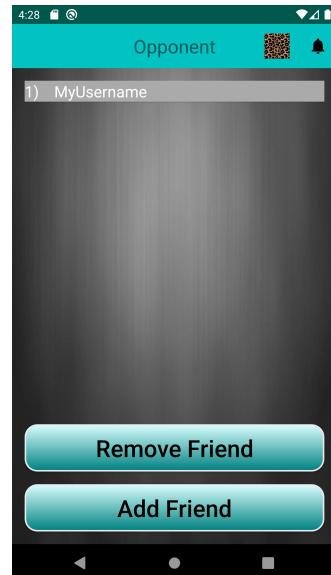
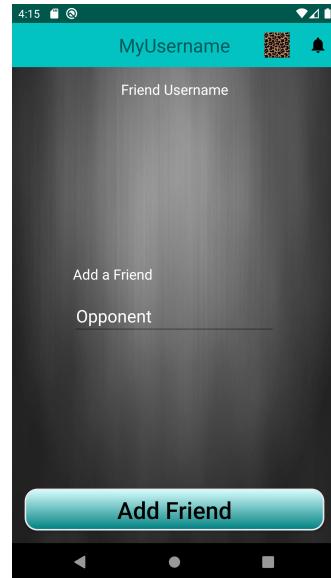


### RESPONDING TO A FRIEND REQUEST

When you receive a friend request it will be listed in on the friends list. To respond just press it and click either the Remove Friendship Request or Add Friend button.

### REMOVING A FRIEND

In the event that you wish to remove a friend from your list, just select the friend by pressing on them in the list and click the Remove Friend button.



## TROUBLESHOOTING AND DEFECT REPORTING

---

If you come across any defects in this product, please help us by filing a defect report. The defect Report form can be found at this URL: [https://docs.google.com/forms/d/e/1FAIpQLSc\\_3-Xq4efiIWx3IJfl3kW1WSK6FeHCZfFzHrJ0si8hr5cwhw/viewform](https://docs.google.com/forms/d/e/1FAIpQLSc_3-Xq4efiIWx3IJfl3kW1WSK6FeHCZfFzHrJ0si8hr5cwhw/viewform)

While the installation instructions worked for us, we can't foresee all potential difficulties you may face. If things are not working, try to restart your machine and try again. If you continue to have difficulties the Android Studio help resources and/or a quick internet search may be the quickest way to find help.

If you want to contact us directly, send an email to [support@jarchess.com](mailto:support@jarchess.com).