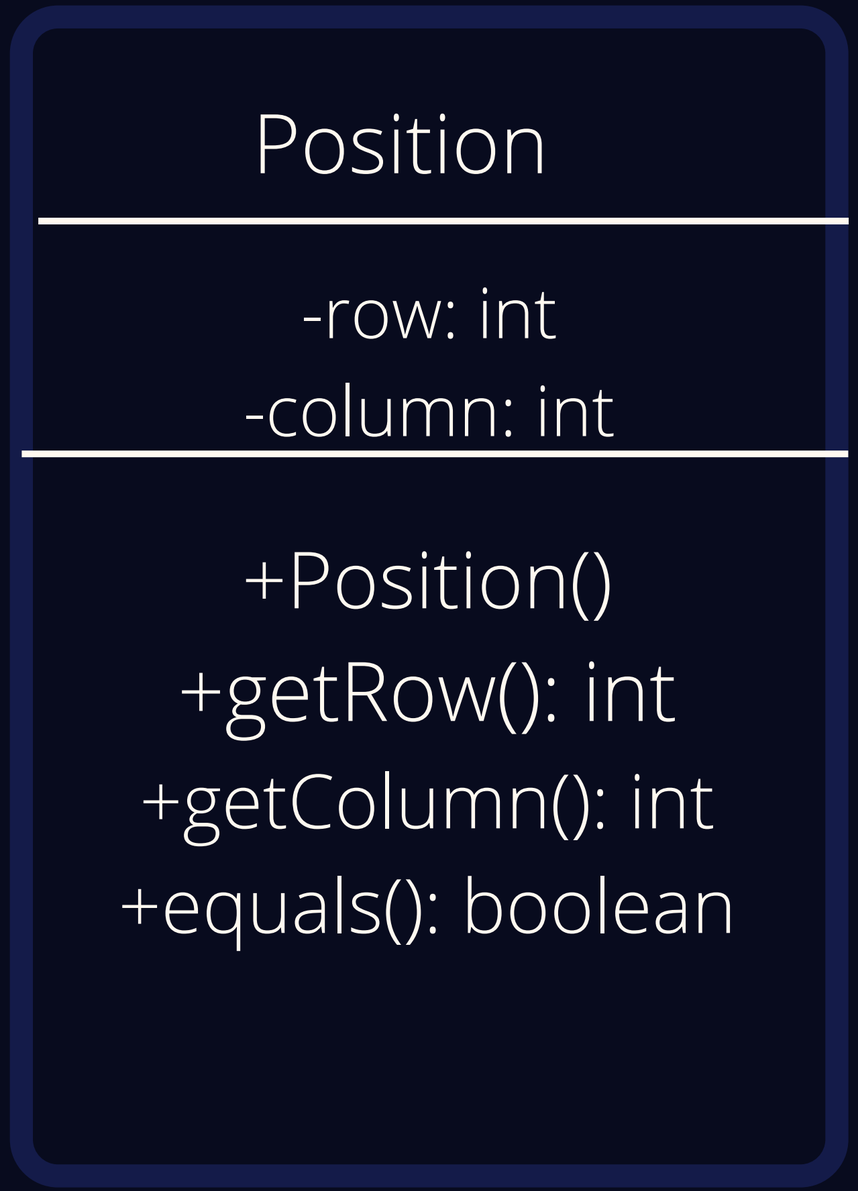
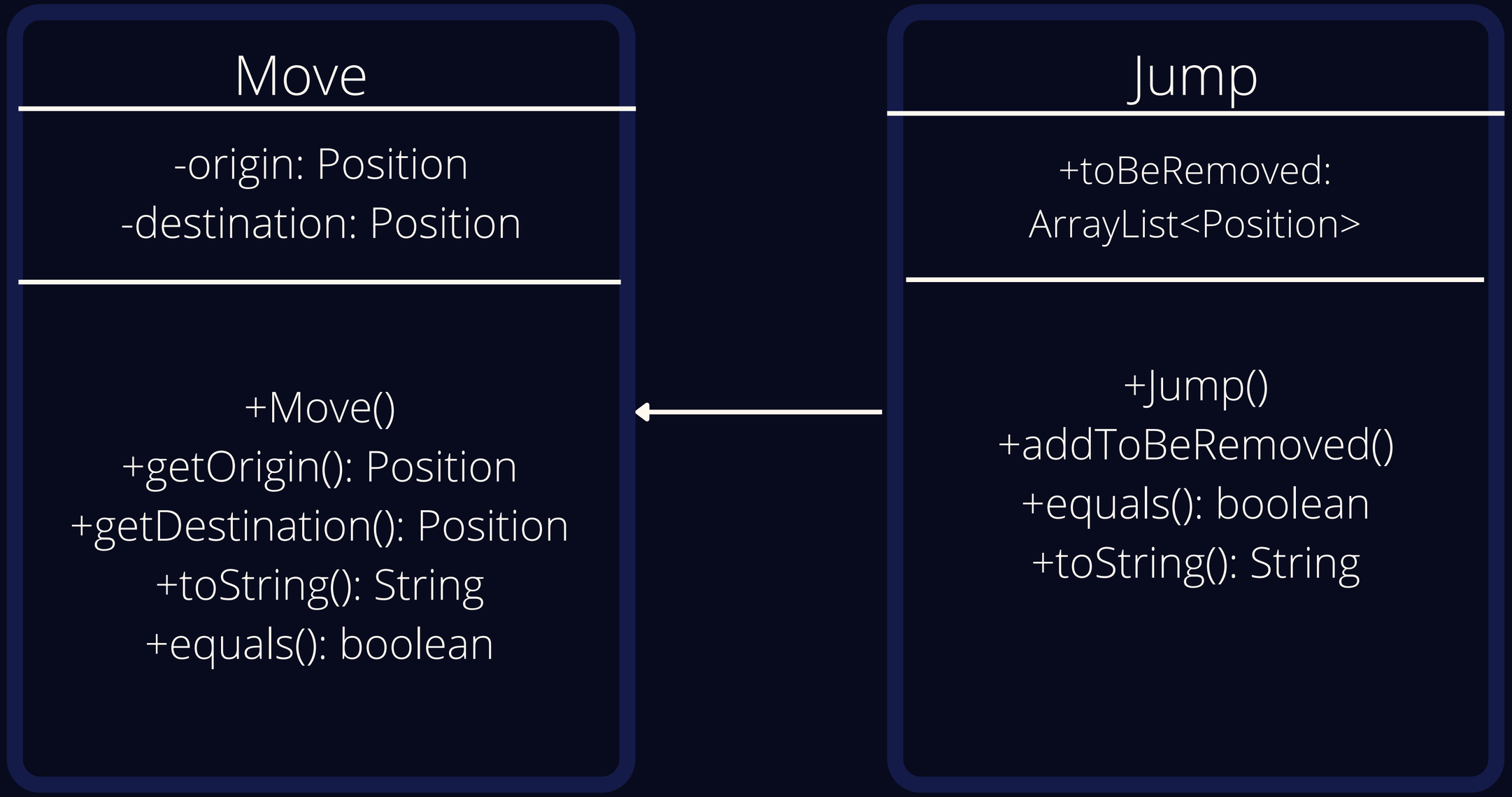
CHECKERS?
LET'S GO!


Position
-row: int
-column: int
+Position()
+getRow(): int
+getColumn(): int
+equals(): boolean

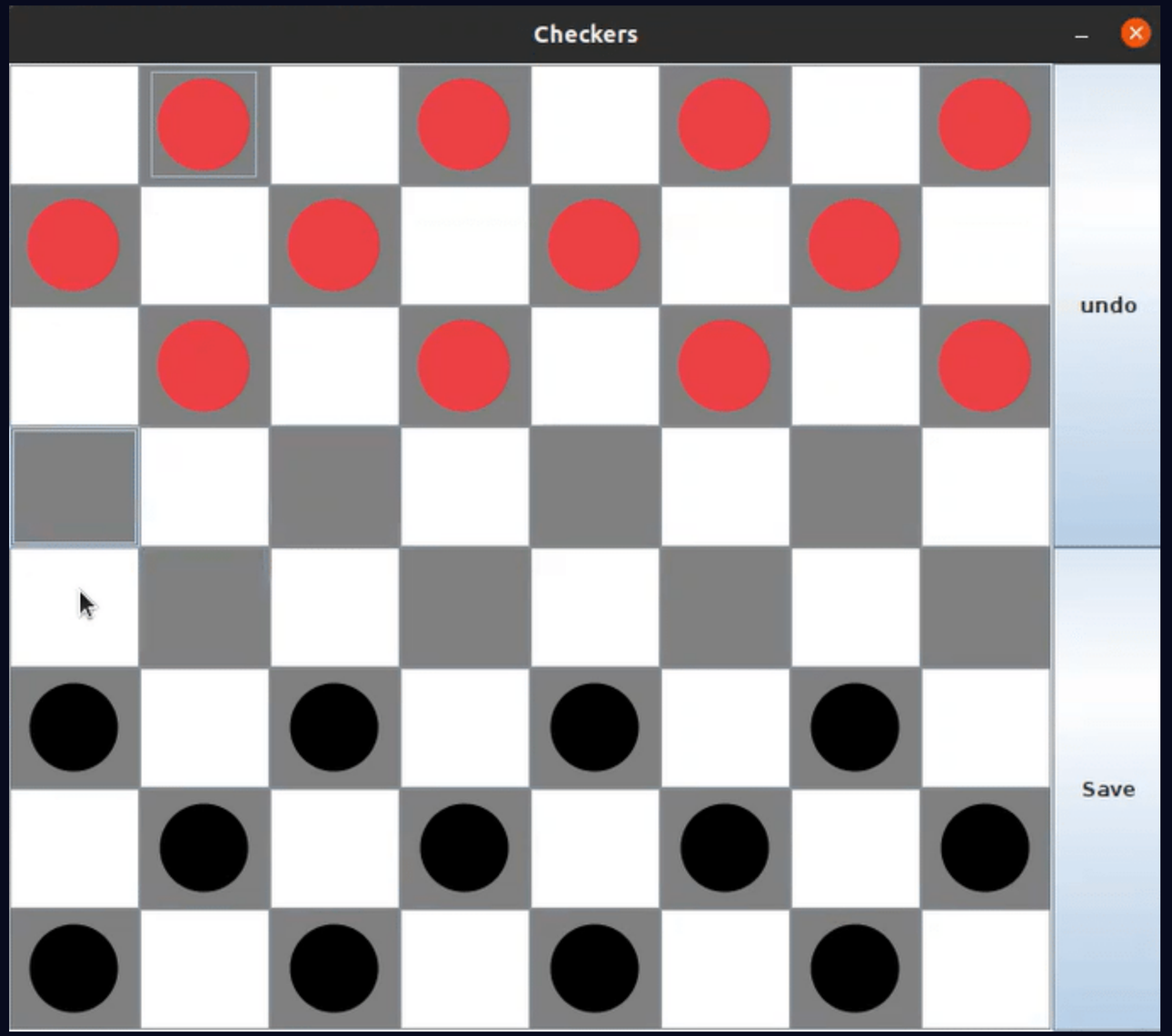

Move
-origin: Position
-destination: Position
+Move()
+getOrigin(): Position
+getDestination(): Position
+toString(): String
+equals(): boolean
Jump
+toBeRemoved:
ArrayList<Position>
+Jump()
+addToBeRemoved()
+equals(): boolean
+toString(): String

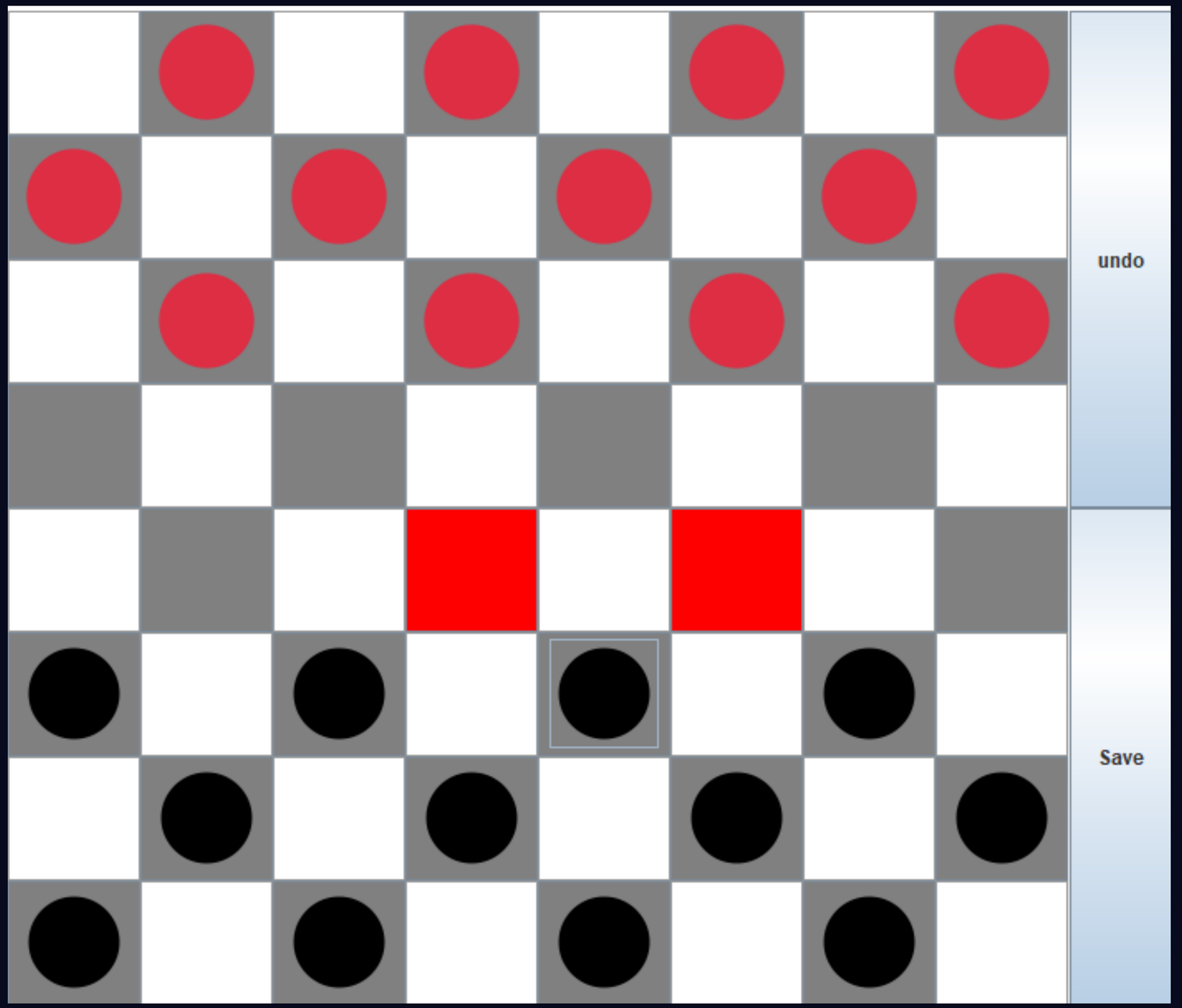
Piece
+PieceOwner(PLAYER1, PLAYER2):enum
+owner: PieceOwner
+Piece()
+generateMoves():
ArrayList<Move>
#generateSingleSteps():
ArrayList<Move>
#generateJumps():
ArrayList<Jump>
+toString(); String
Pawn
+equals(): boolean
King
+equals(): boolean

Board

+BOARD_SIZE: final int
-GAMES_PATH: final string
-board: Piece[][]
-prevBoard: Piece[][]
-turn: Piece.PieceOwner

+Board()
+getBoard(): Piece[][]
+setPiece()
+setPiece()
+makeMove() throws InvalidMove:
Move
+reachablePositions(): ArrayList
<Move>
+reachablePositionsByPlayer():
ArrayList<Move>
+getTurn(): Piece.PieceOwner
+resetBoard()
+getPieceAt(): Piece
+undo()
+isGameOver(): Piece.PieceOwner
+cloneBoarderArray(): Piece[][]
+equals(): equals
-boardToString(): String
+stringToBpard():Piece[][]
+verifyArrangement() throws
InvalidArrangement
+saveGame() throws
FileNotFoundException


Checkers
undo
Save


undo
Save

Menu

Menu()

BoardSquare

-BLACK: final Color
-WHITE: final Color
-RED: final Color
+SIZE: final int
-r: final int
-c: final int
-light: boolean

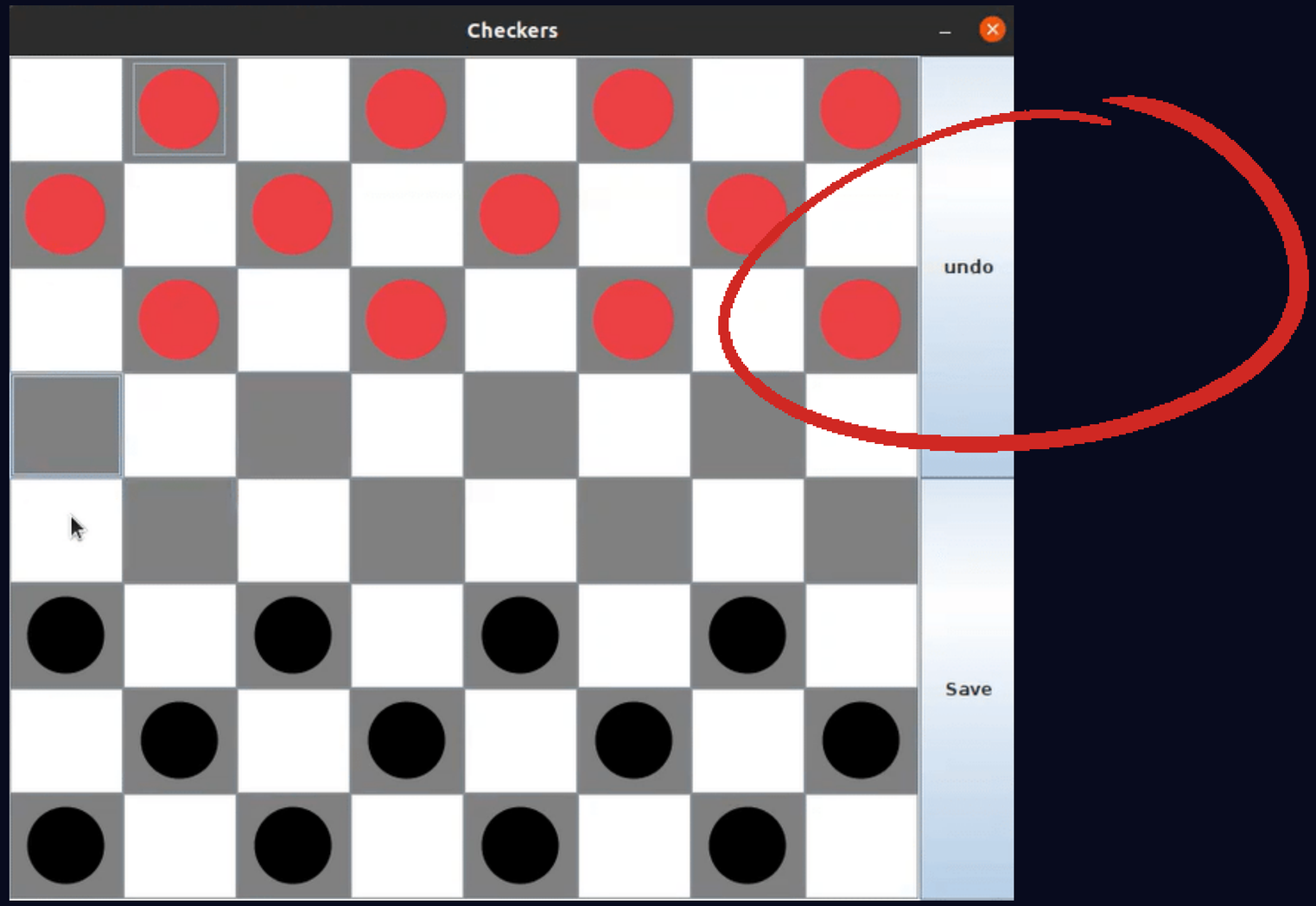
BoardSquare()
getCoordinate(): Position
setPiece(String)
setPiece()
setHighlight()

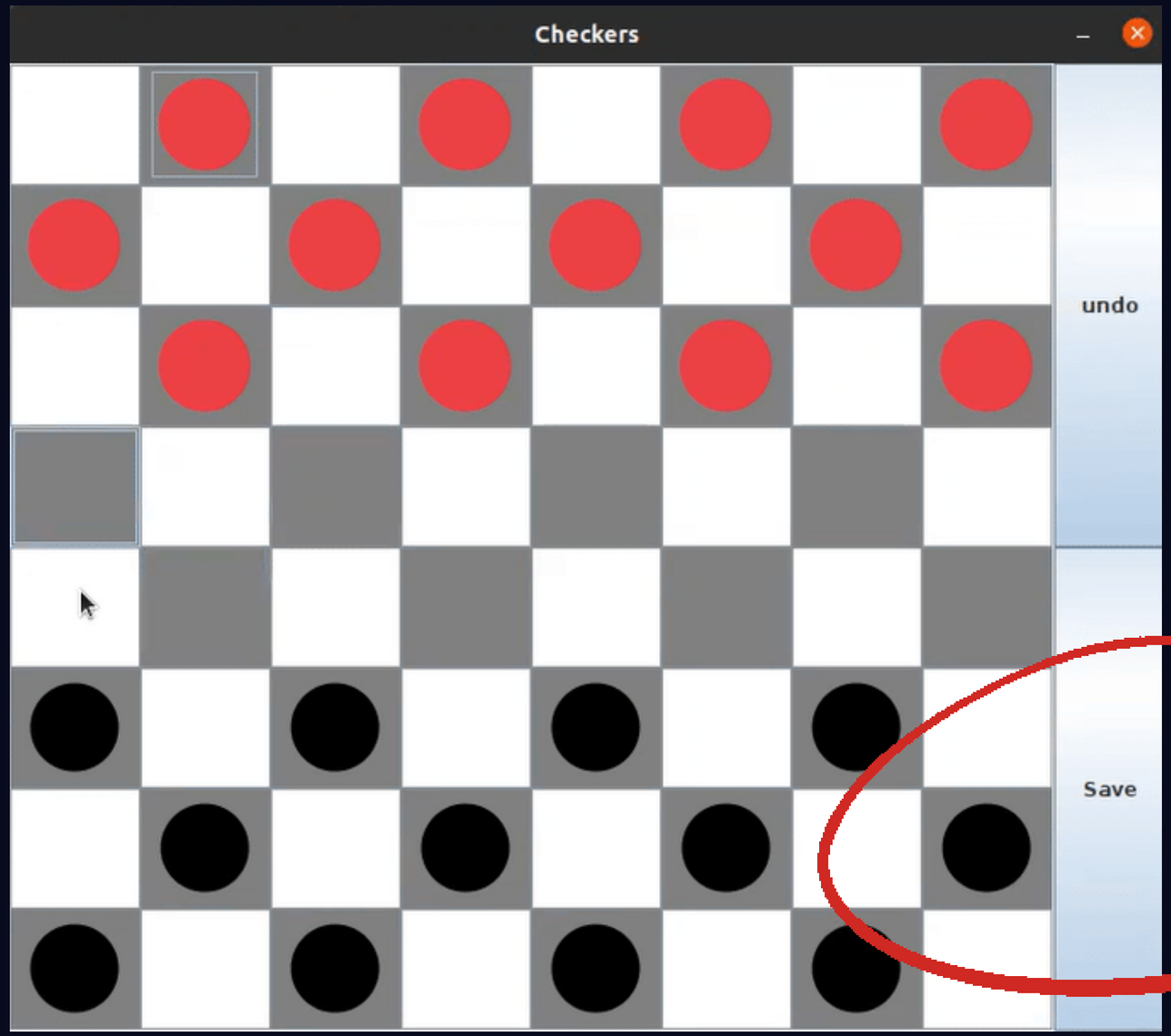
Checkers

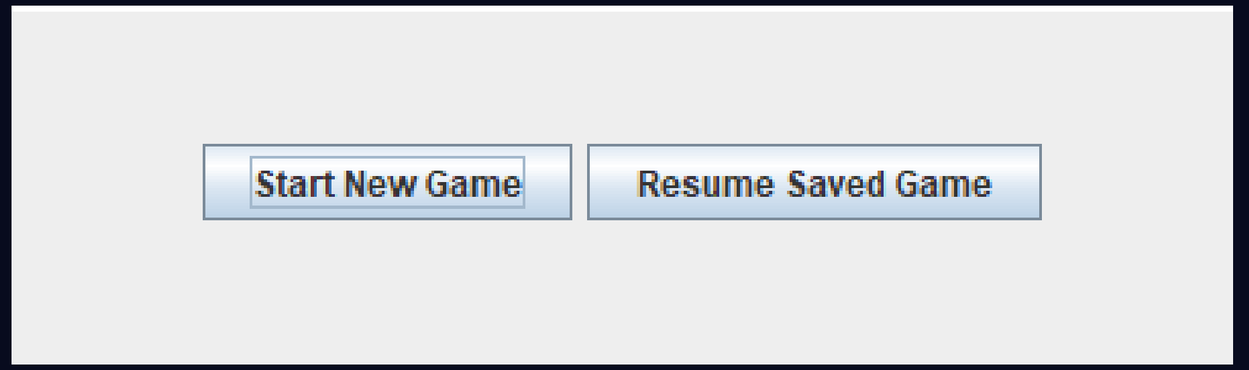
-board: Board
-boardSquare: BoardSquare[][]
-origin: Position

+Checkers()
+initBoardSquares()
+updateBoard()
+boardClicked()
-setHighlight()
-turnoffAllHighlights()

Some unique features

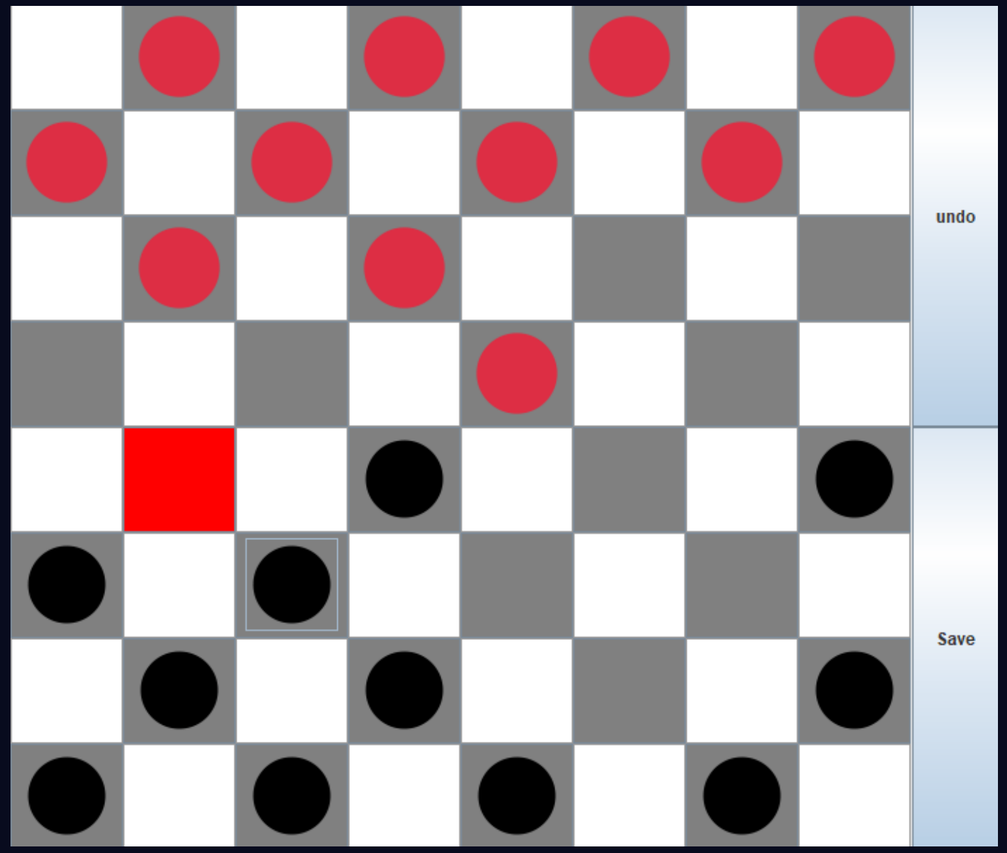


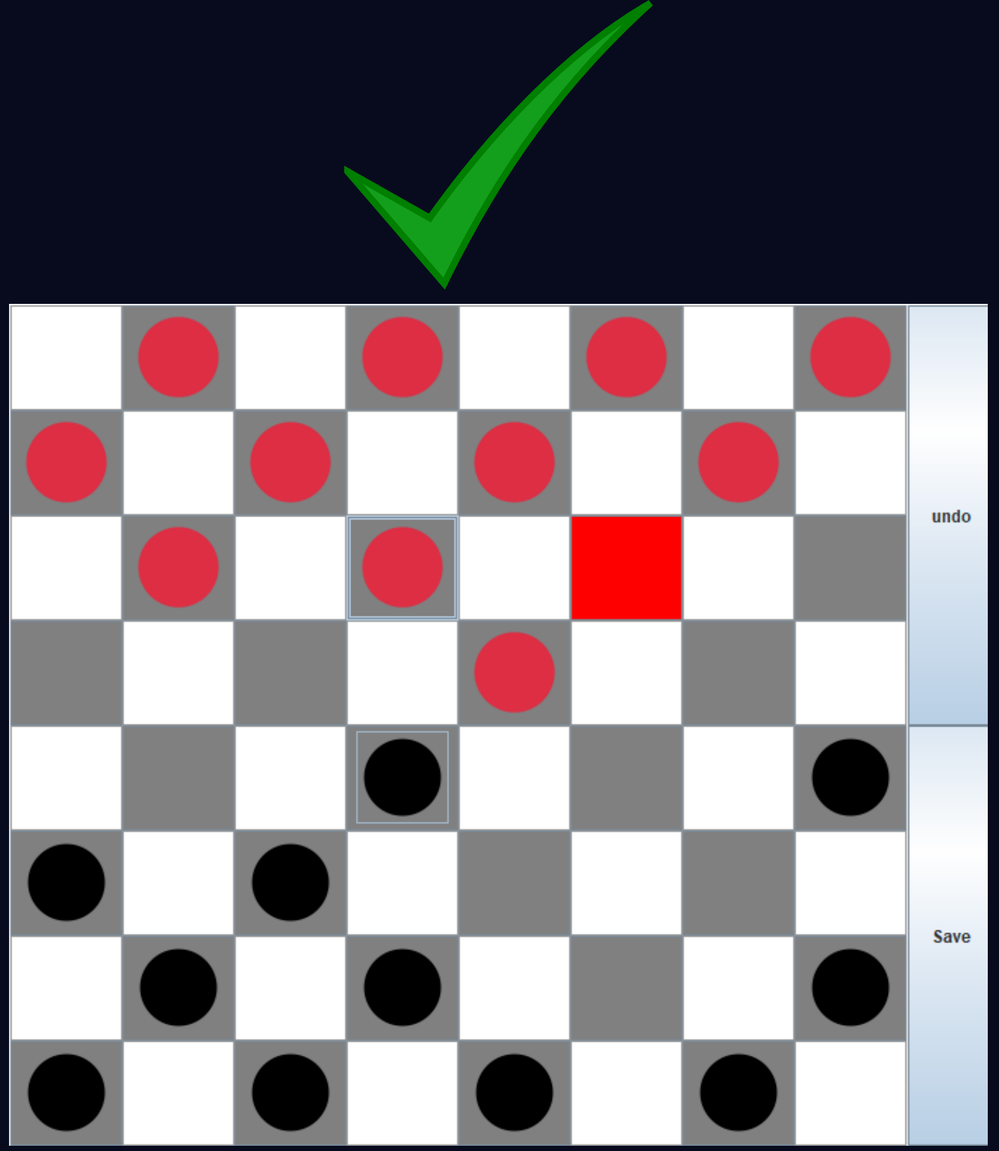

Checkers
undo
Save


Start New Game
Resume Saved Game

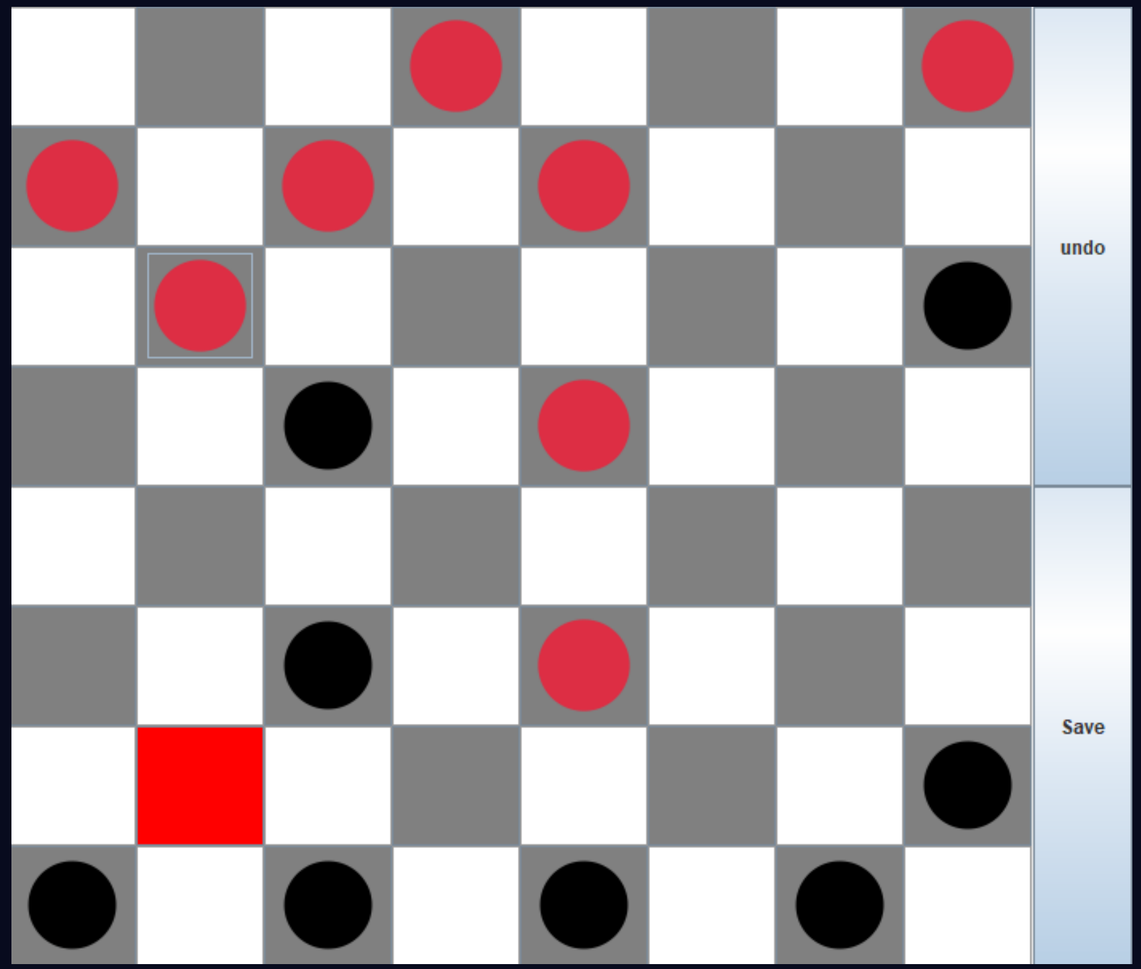
NO WORRIES!
Canva

NOT ALLOWED

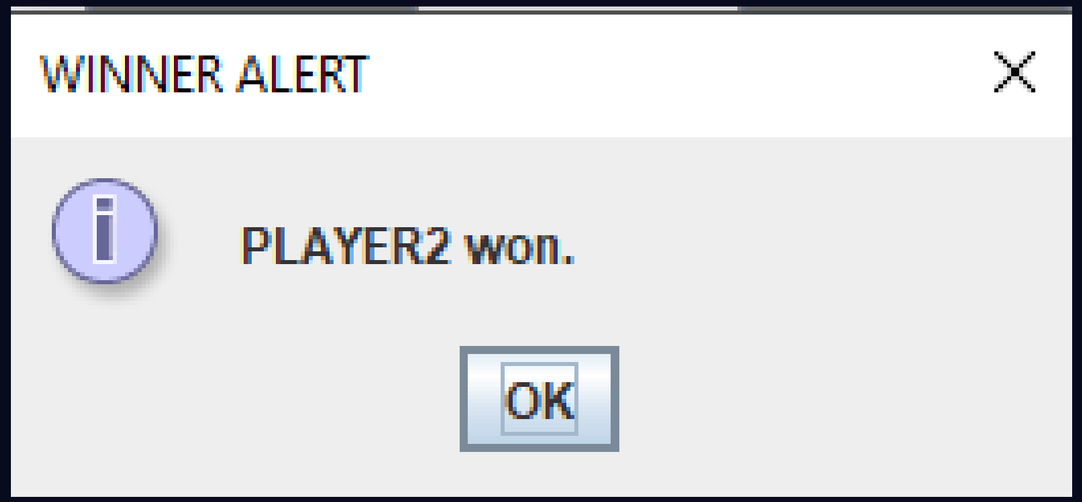


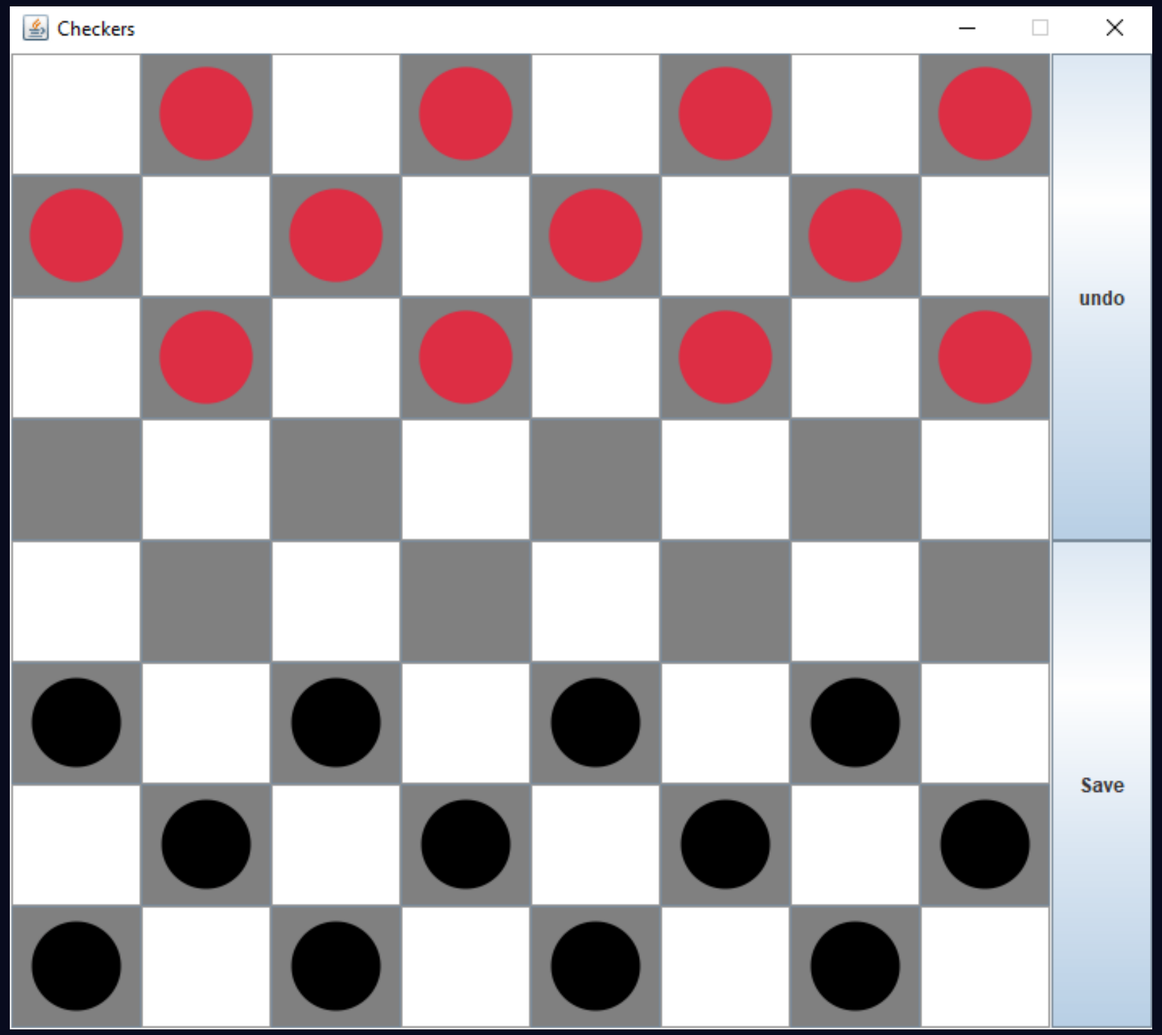


Taking Multiple Pieces



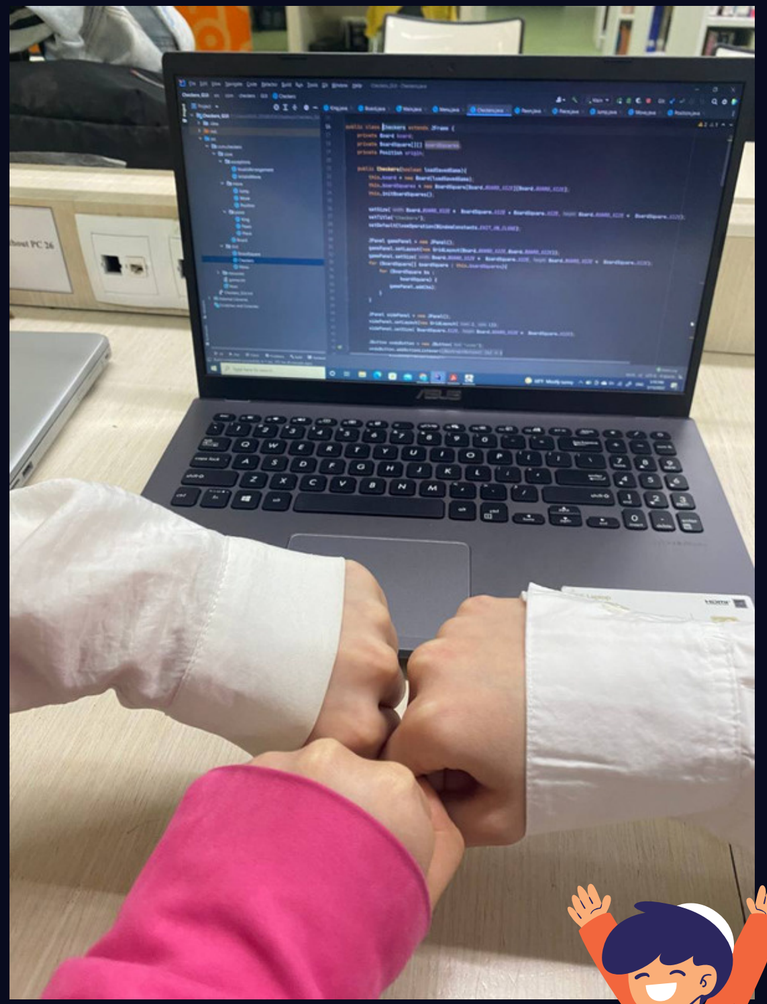
Winner Alert





THE SKILLS THAT WE GAINED

- problem-solving
- project-planning
- resillience
- coding TOGETHER (brainstorming is the key)
- believing in ourselves



THANK YOU!