

Quick Checksheet – Peg Puzzle/Save-The-Net Game Application

Deployable/Install Start-up

Group: CapOff Harbin Raumon (by Harbin)

[3] Install OK? [3] Does game start in STN mode ready to play?

[3] Is size and appearance on start-up good? (appropriate title bar, controls, game board available)

Check boxes: 0: NA 1: unusable 2: low function 3: good 4: outstanding(may not apply to all features)

Peg Puzzle

Feature Set:

[3] Show Numbers (standard 1-33)

Appearance:

[3] Gameboard & pieces

[3] Controls

[3] General (layout, appeal, readability)

[3] New Game

[3] Game Status (whose turn etc.)

[3] Feedback on 1st Location of Move

[2] Feedback on illegal move (helpful message?)

not explicit

Control:

Switch Games:

[3] Game State preserved upon return

[3] Screen layout

[3] Keep track of remaining pegs

Credits

[3] Game State preserved upon return

[3] Required info – neatly displayed

[0] Detects Game Over and displays message(which)

missing feature

[] Multi-jump

not applicable?

[3] Verify Legal/Illegal Move Behavior – check diagonals, cross-corners, wrap-around

Other Features(save & load)?

none

Comments

Check boxes: 0: NA 1: unusable 2: low function 3: good 4: outstanding(may not apply to all features)

STN Game

Feature Set:

☒ Show Numbers (standard 1-33)

Appearance:

☒ Gameboard (w/lines) & pieces

☒ Controls

☒ General (layout, appeal, readability)

☒ New Game

☒ Game Status (whose turn etc.)

☒ Feedback on 1st Location of Move

☒ Feedback on illegal move (helpful message?)

Control:

Switch Games:

☒ Game State preserved upon return

☒ Screen layout

☒ Huff Rule (remove White for not jumping)

☒ Huff Rule (display penalty piece & org location)

Credits

☒ Game State preserved upon return

☒ Required info – neatly displayed

☒ Huff Rule (enable button to apply penalty)

☒ **Verify Legal/Illegal Move Behavior** –
check diagonals, cross-corners, wrap-around,
Black no backwards moves, White Jumps

☐ Detects Game Over and displays message(which)

not finished

☒ Multi-jump/Continue(enable button to end white
turn only if white jumped)

Other Features(save & load, history, AI)?

save/load exists

save doesn't prompt overwrite

Comments

looks nice & pretty