

USER MANUAL

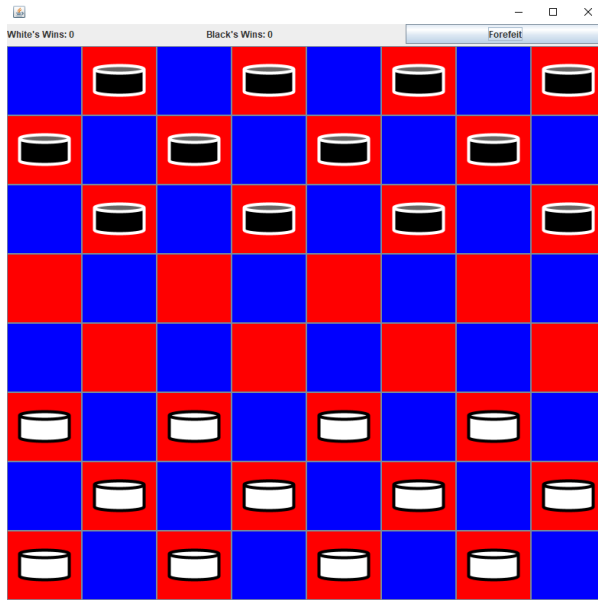
Checkers

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What is Checkers?

Checkers is a 2-player game played on an 8x8 grid. Each player gets 12 black or white pieces, depending on which team they're on. If a player is able to remove all their opponent's pieces from the board (or force a forfeit from their opponent), they win.

Setup

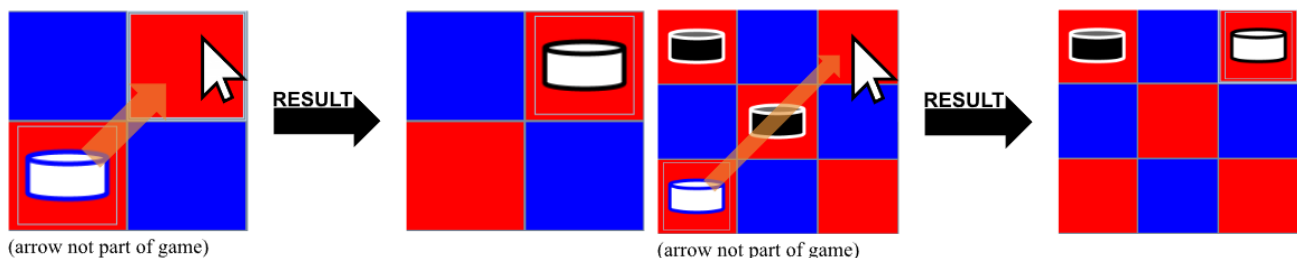


Board setup

All pieces are placed on the board, on red tiles. Unlike chess, only 1 color of tile will ever be played on. White receives the bottom 3 rows, and takes the first turn, while black receives the top 3, and goes second.

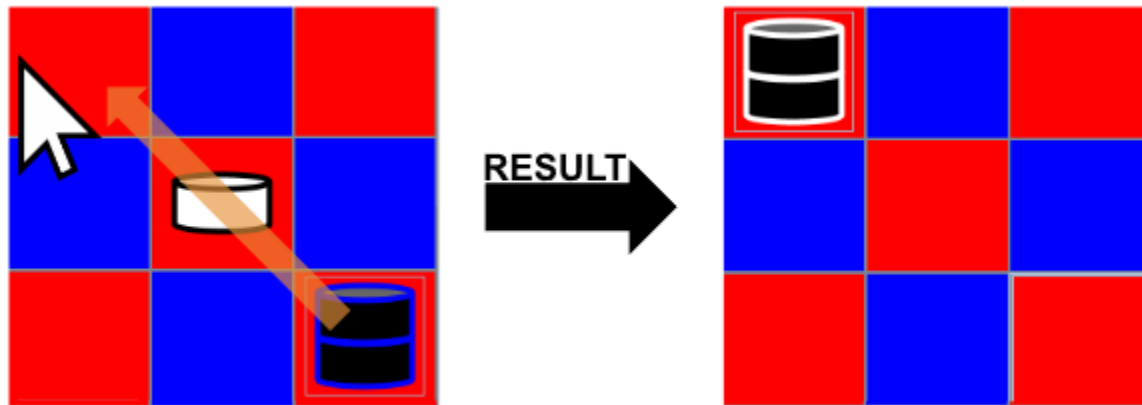
How to Move/Capture

Select a piece by clicking on one of corresponding color to yourself. The piece will highlight, letting you know that it's been selected. Click on a tile to move. Pieces may only be moved forwards, diagonally. A normal move will be 1 tile. If your opponent's piece is diagonal to yours, and the space between it is blank, you *must* capture it. To capture a piece, 'jump' over it, by clicking on that empty space. This will move your piece 2 tiles, and remove the captured piece from the board.



Kings

If you manage to get your piece to the opposite end of the board, it becomes a 'king.' Kings can move both forwards and backwards, and are indicated by 2 pieces stacked on top of each other.



black king takes a piece

Forfeits

If a player wishes, they may forfeit the game. By pressing the button labeled 'forfeit' in the top right, the win will be given to whoever's turn the button was pressed on.

Wins

A player wins when they capture all of their opponent's pieces. When this occurs, the score will be kept (indicated by the 2 labels at the top of the screen), and the board will automatically reset. Enjoy another game of checkers! To stop the game, simply exit to program.

Design Document/Prototype:

<https://docs.google.com/document/d/13qWT3OF0L6pDwW6kAw9GmtGkBPiix9AqIeS3RUlxvOc/edit?usp=sharing>