

1. The game GUI should be created like this one:



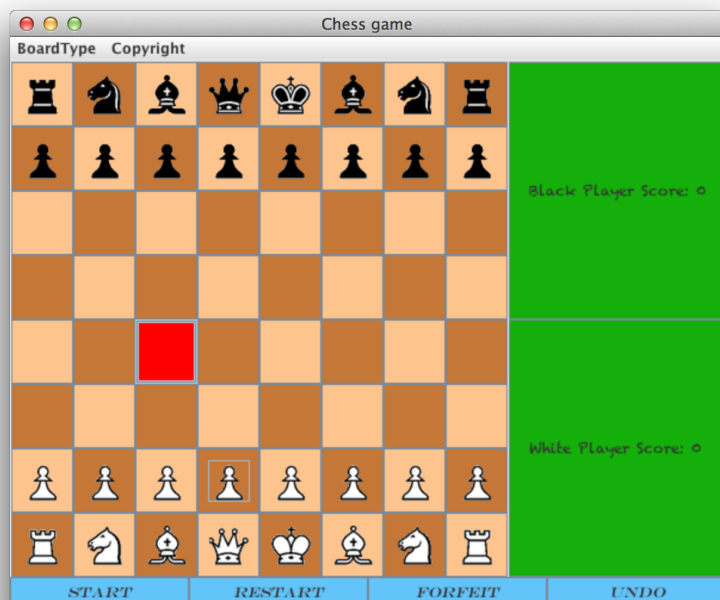
2. Then we can start a game to click the start button or change a special board with custom pieces by click boardtype and choose custom board.



3. The white player will move first and to move a piece, left click a piece and that piece should become green.



4. Then you can move your mouse to find out all available path will become green and wrong path will be red.

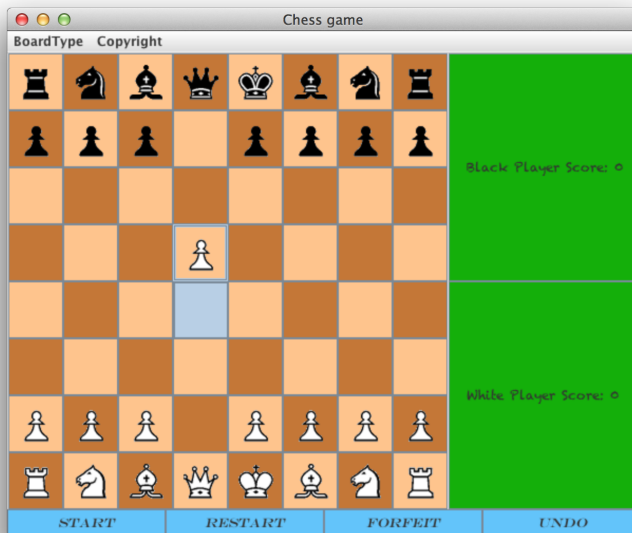


5. If you can eat a piece from your opposite player, it like:





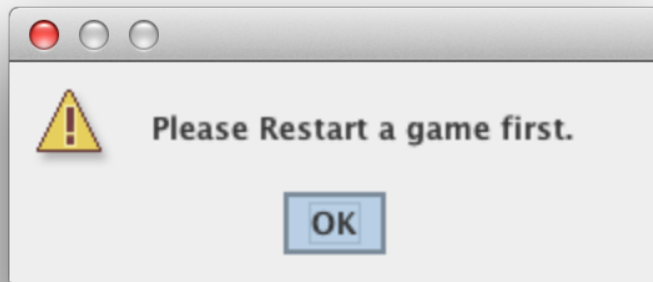
6. After eating a piece, it should like this:



7. The custom board can like this, but it cannot change during a game.



8. The game should have error handler function, like if one player win the game, no more pieces can be moved unless you restart. Also, forfeit, undo button can only be clicked during a game.



9. undo function can only be called when your opposite player hasn't click to move his or her piece.

