



TCP 2201
Object Oriented Analysis and Design

Group Project: Webale Chess

Trimester 1, 2020/2021

By: Group Iceland

Team Leader:

Name	Phone Number	Email
Lim Yixen	010-819 5904	1171103542@student.mmu.edu.my

Team Members:

Name	Phone Number	Email
Wong Jit Chow	018-914 4616	1171103534@student.mmu.edu.my
Wong Phang Wei	010-513 3990	1171103580@student.mmu.edu.my
Sim Shin Xuan	017-366 3262	1181101676@student.mmu.edu.my
Bryan Yeap Yee Kuong	012-747 0851	1171103792@student.mmu.edu.my

Table of Content

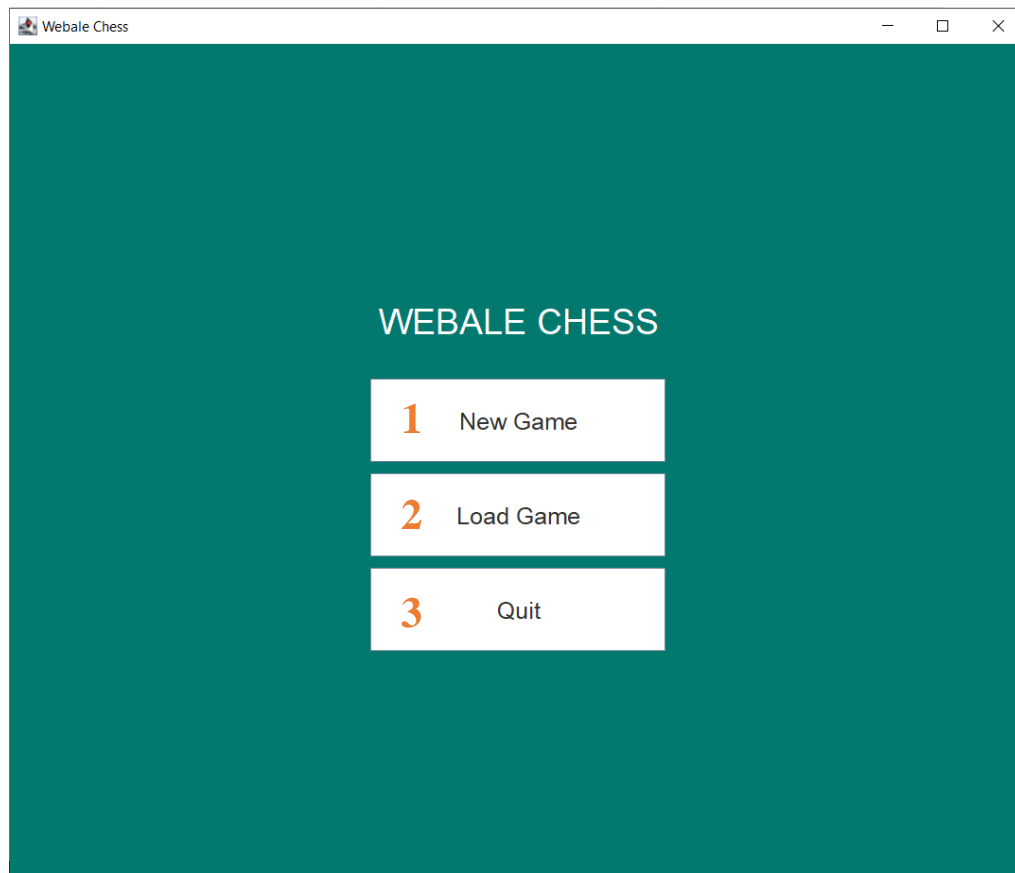
No.	Content	Page
1	Instruction to run program in command line	1
2	User Documentation	2
3	Class Diagram	7
4	Use Case Diagram	8
5	Sequence Diagram	9

Instruction to run program in command line

1. Make sure that Java compiler has been installed in the computer.
2. Open the command line and navigate to the place where the folder “Webale Chess Java Code” is located.
3. Compile the Java code by typing: `javac GameView.java`
4. Execute the program by typing: `java GameView`

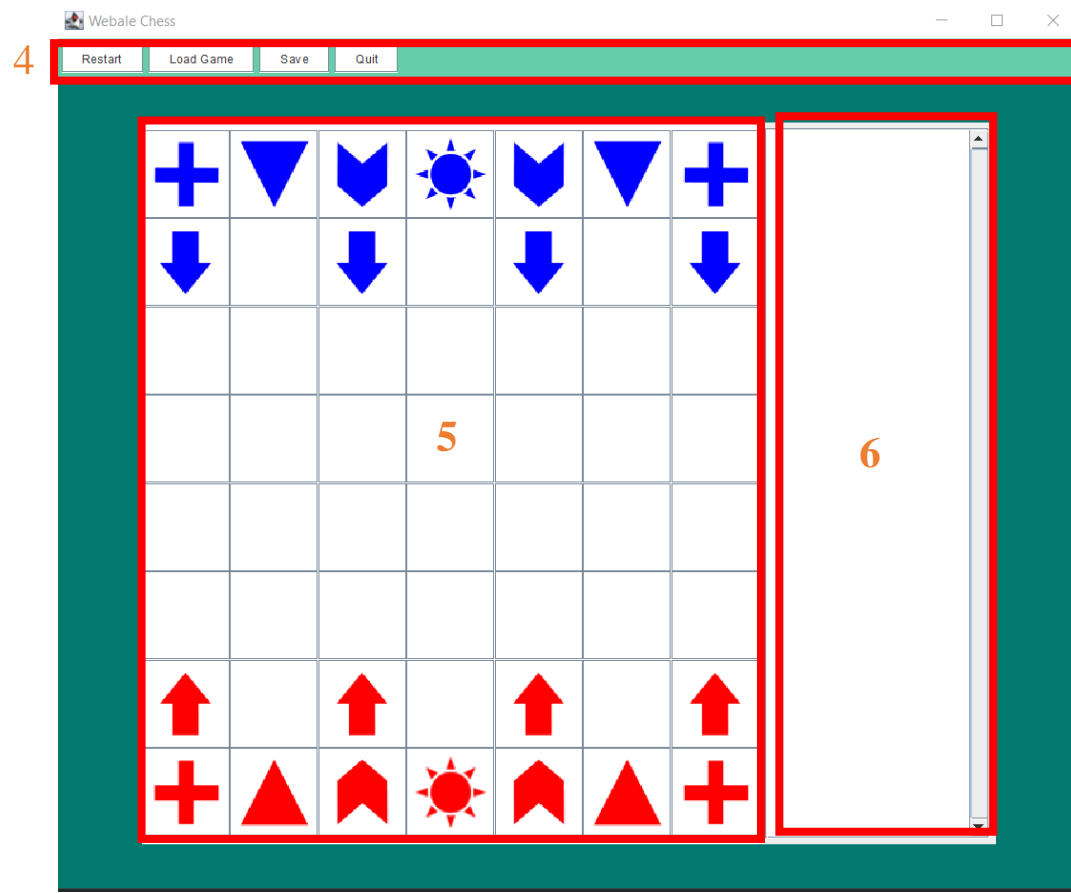
User Documentation

Display while the program is executed



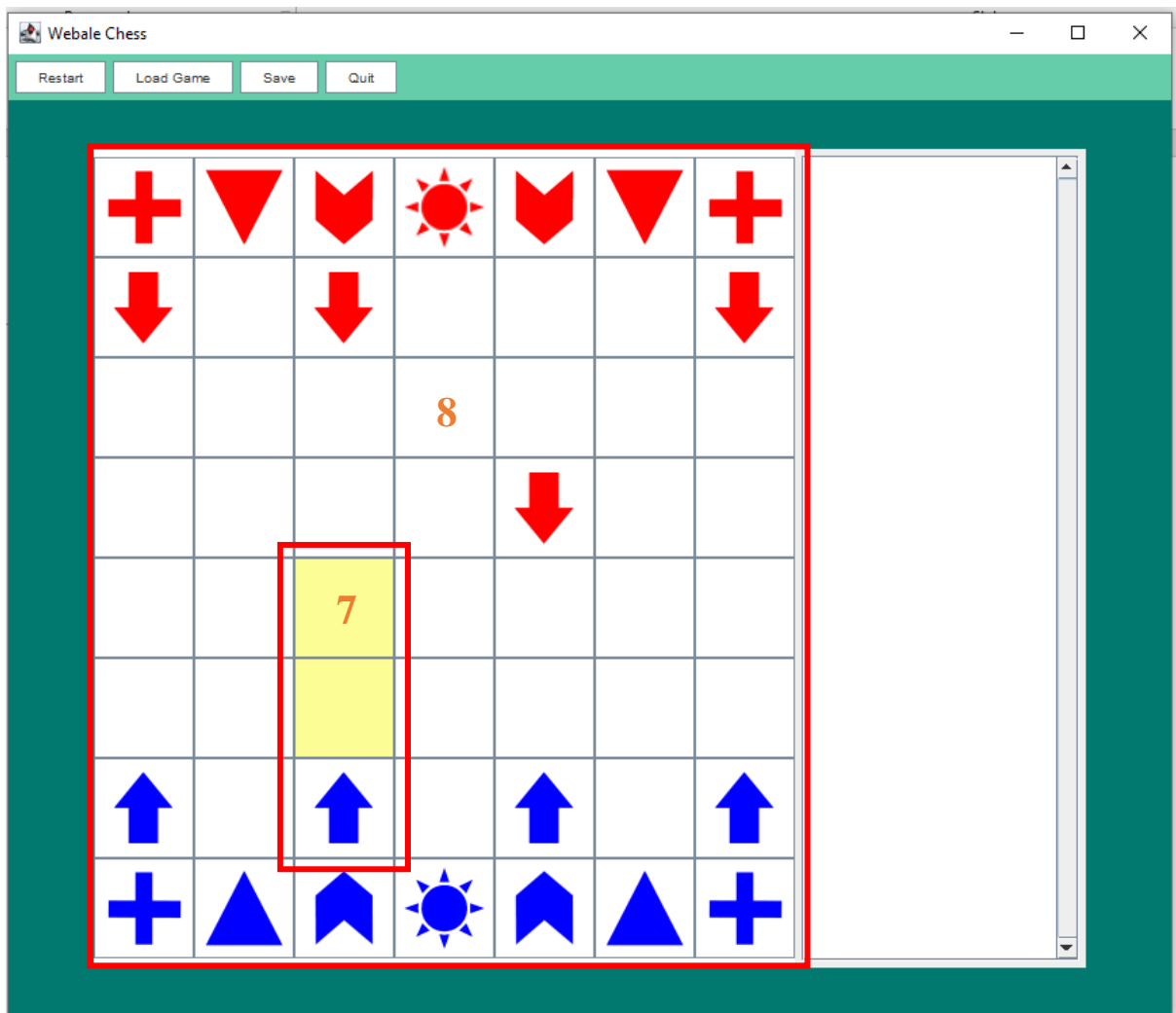
1. "New Game" Button – User press this button to enter the game.
2. "Load Game" Button – User press this button to load the saved games.
3. "Quit" Button – User press this button to close the program.

Display while “New Game” Button is pressed



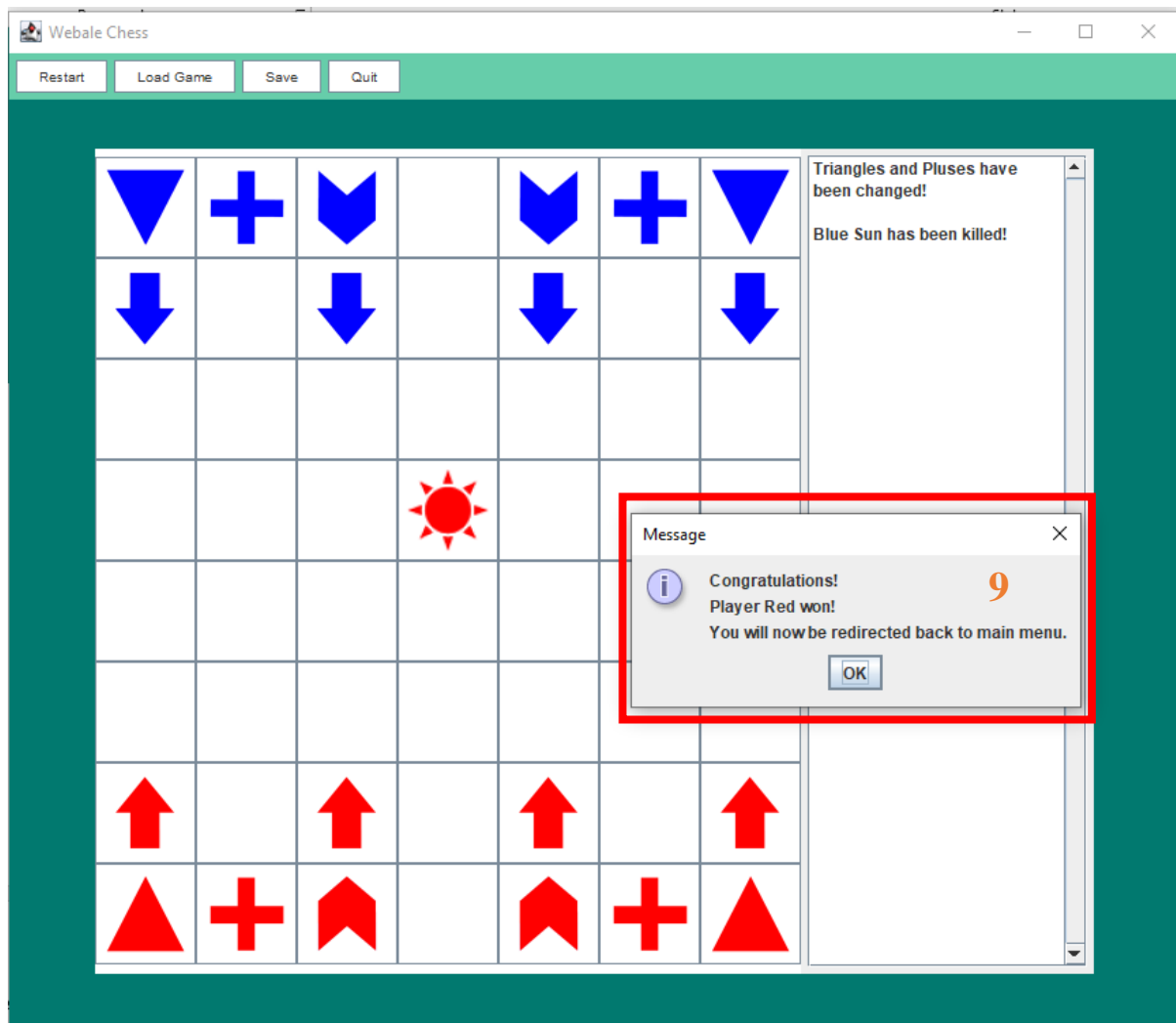
4. Menu bar –
 - a. “Restart” Button – User press the button to restart the game.
 - b. “Load Game” Button - User press the button to load the game.
 - c. “Save Game” Button - User press the button to save the current game.
 - d. “Quit” Button – User press the button to quit the game.
5. Display board - User can move the chess piece on this display board
6. Game log –
 - a. “Invalid move” message will be displayed here when the move is invalid.
 - b. “Triangle and pluses have been changed” message will be displayed when each player has moved two times to inform player that the position of the piece had been change
 - c. “XXX has been killed” message will be displayed when piece had been killed.
 - d. “It is opponent’s chess” message will be displayed when player clicks on opponent’s chess to move.

Display while playing the game



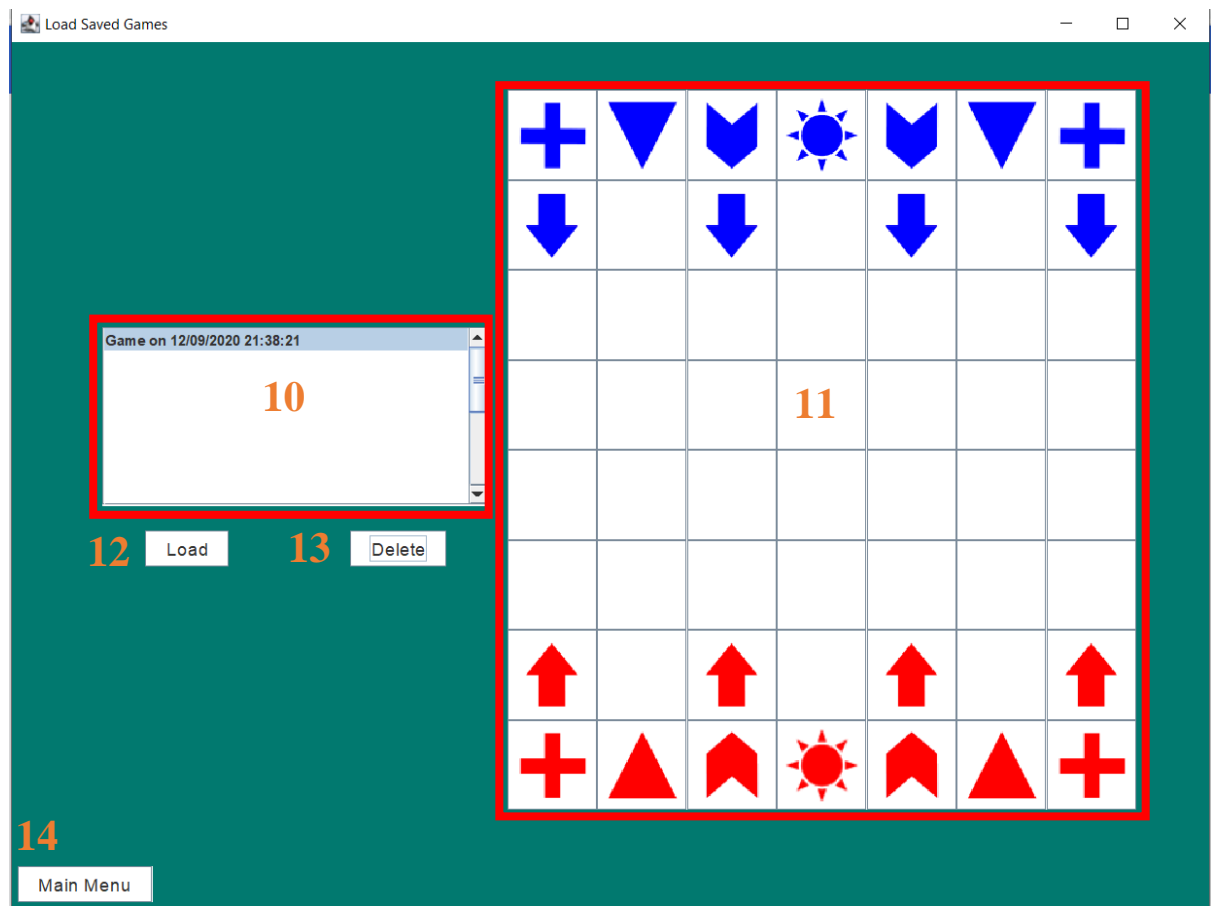
7. While the pieces have been selected, yellow box will show the valid move for the pieces. If there are no valid moves for the pieces there will be no yellow box show after the pieces has been selected.
8. Chess board will be flipped after each player make the move.

Display when one of the “Sun” has been killed



9. The game will end and player will be redirected back to main menu when one of the “Sun” has been killed.

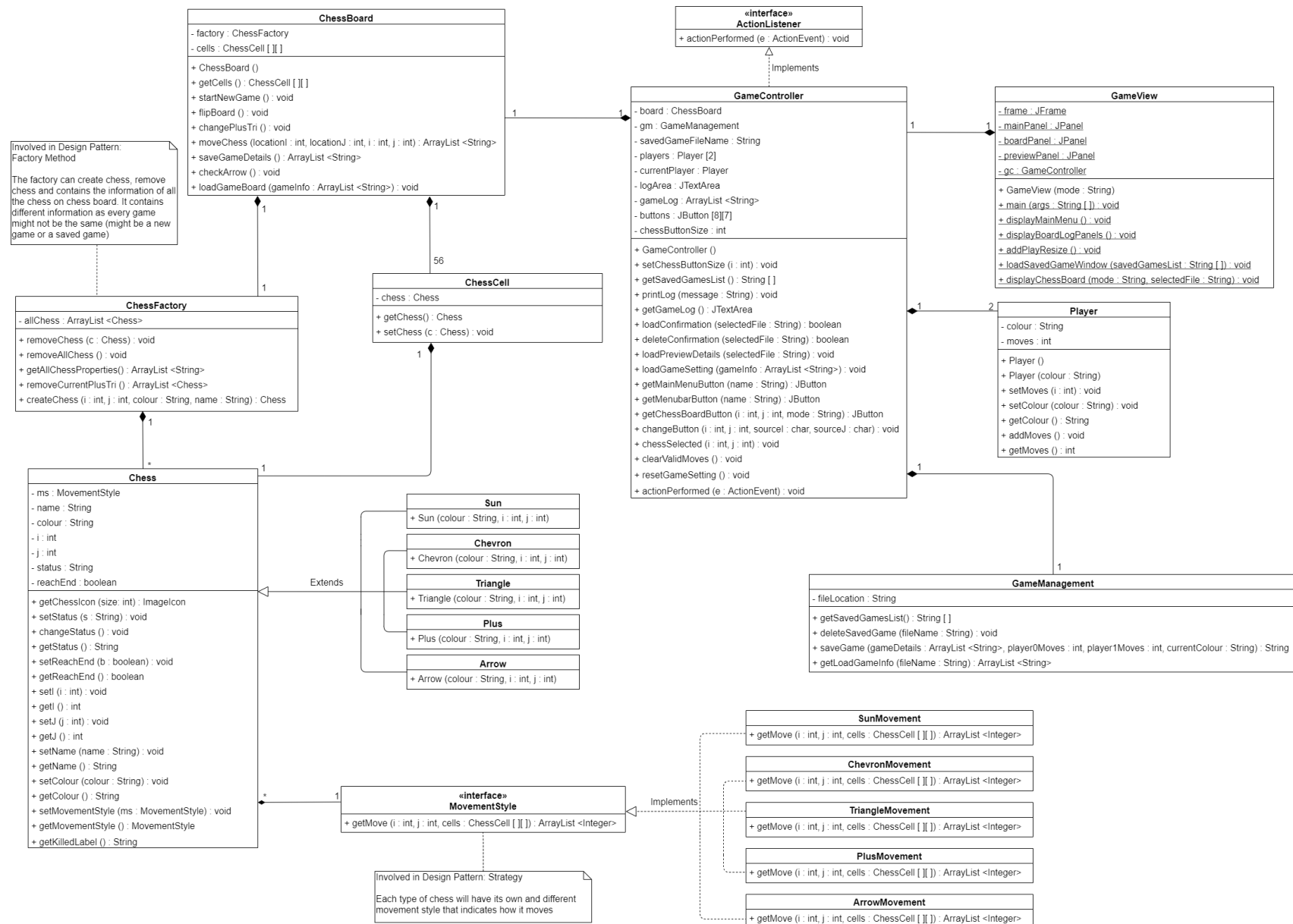
Display while “Load Game” button is pressed



10. Saved Games - User can choose the game have been saved, date and time saved are shown.
11. Game Preview - Preview the chess board for chosen saved game.
12. “Load” Button – After user have choose the saved game, user can load the saved game by pressing this button.
13. “Delete” Button – User can delete the chosen game with this button.
14. “Main Menu Button” – User can back to main menu by pressing this button.

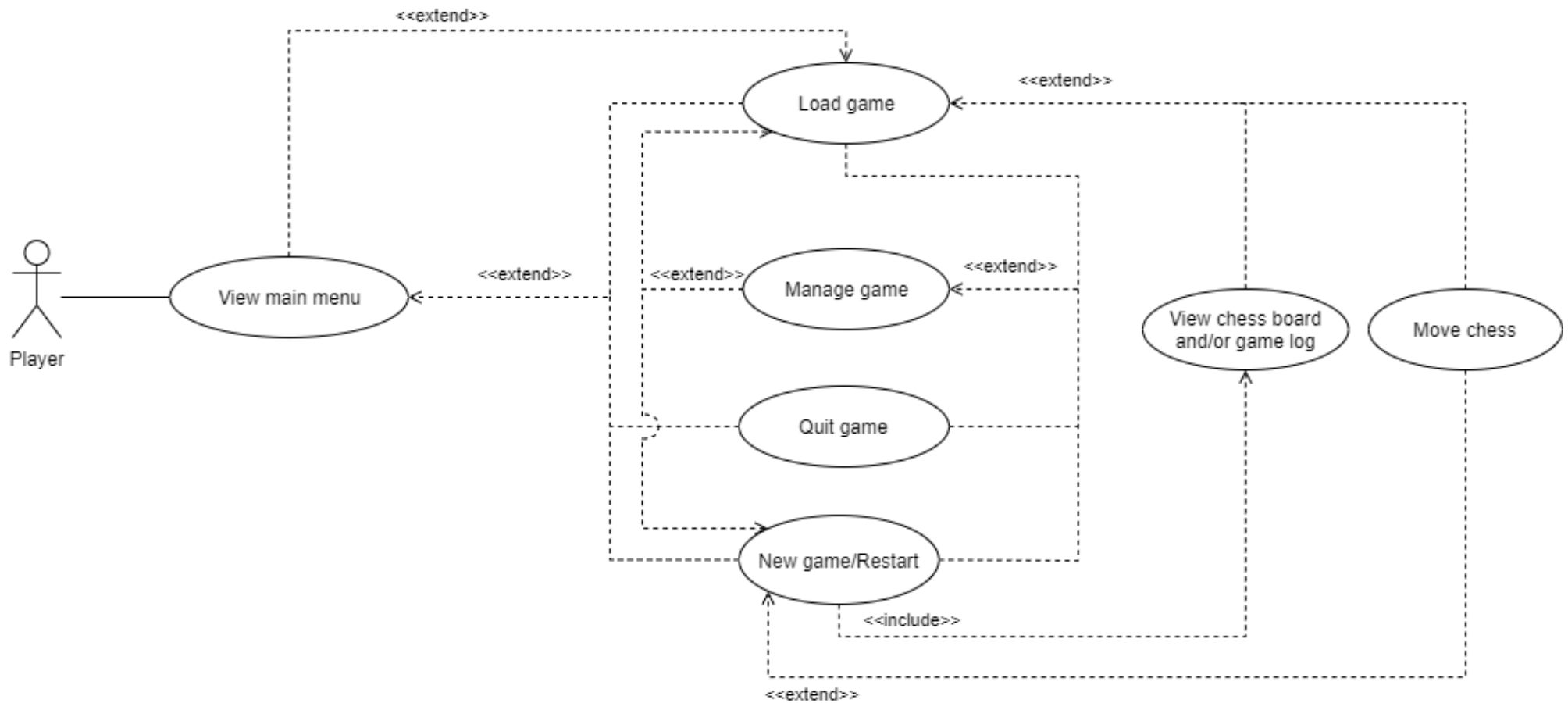
Class Diagram

For clearer version, please refer to Class Diagram.png in the submission folder.



Use Case Diagram

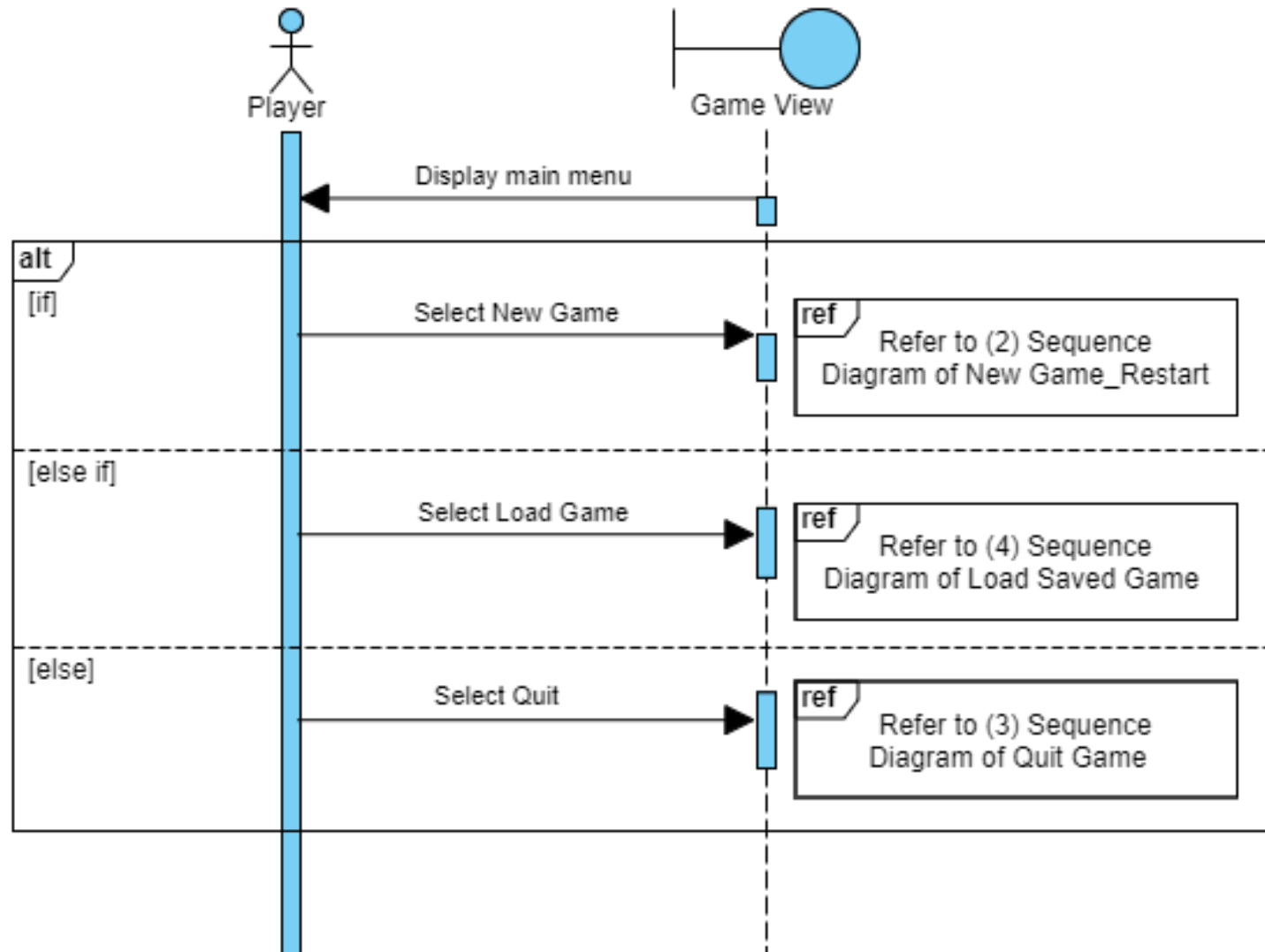
For clearer version, please refer to Sequence Diagrams folder in the submission folder.



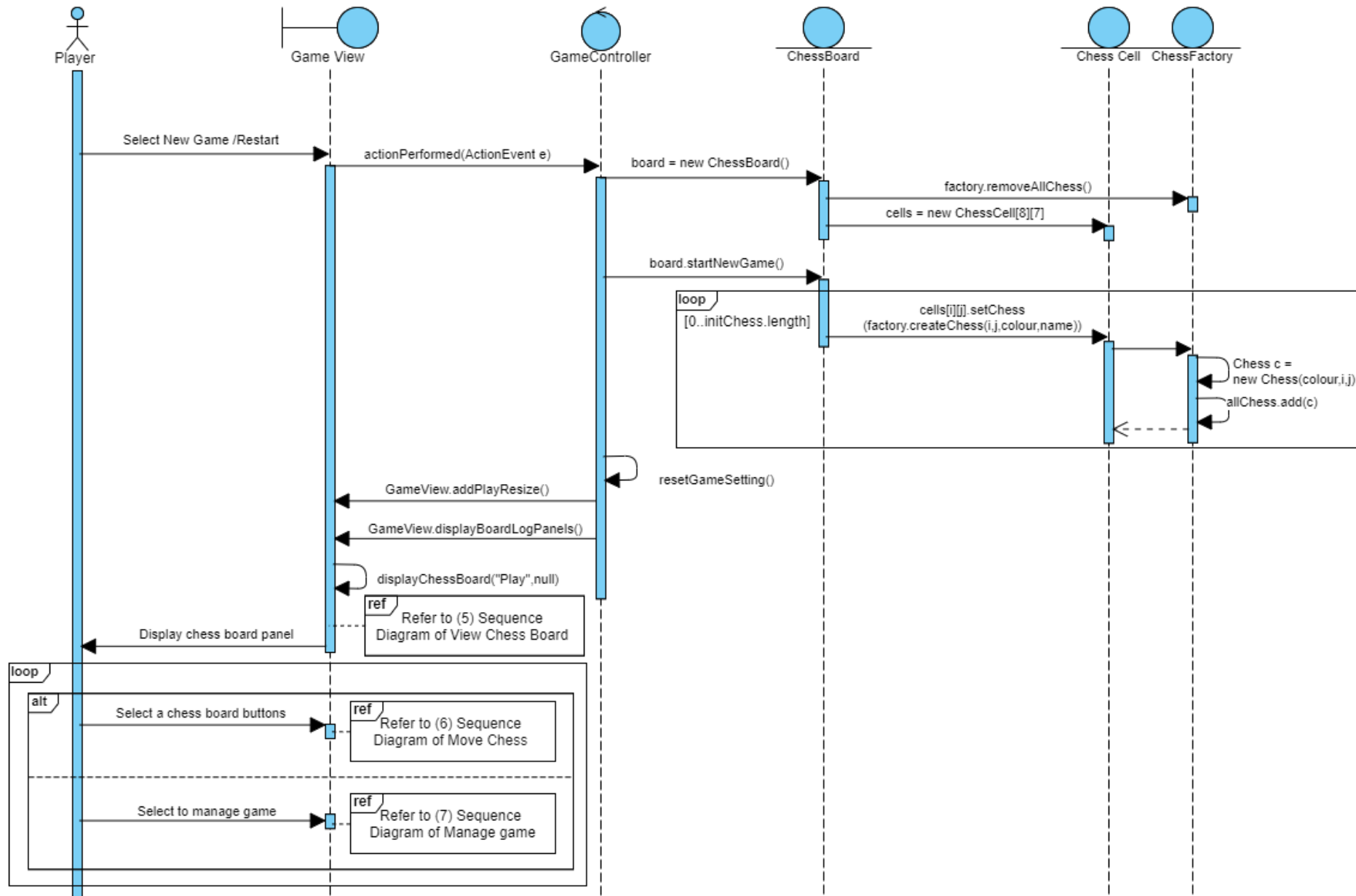
Sequence Diagram

For clearer version, please refer to Sequence Diagrams folder in the submission folder.

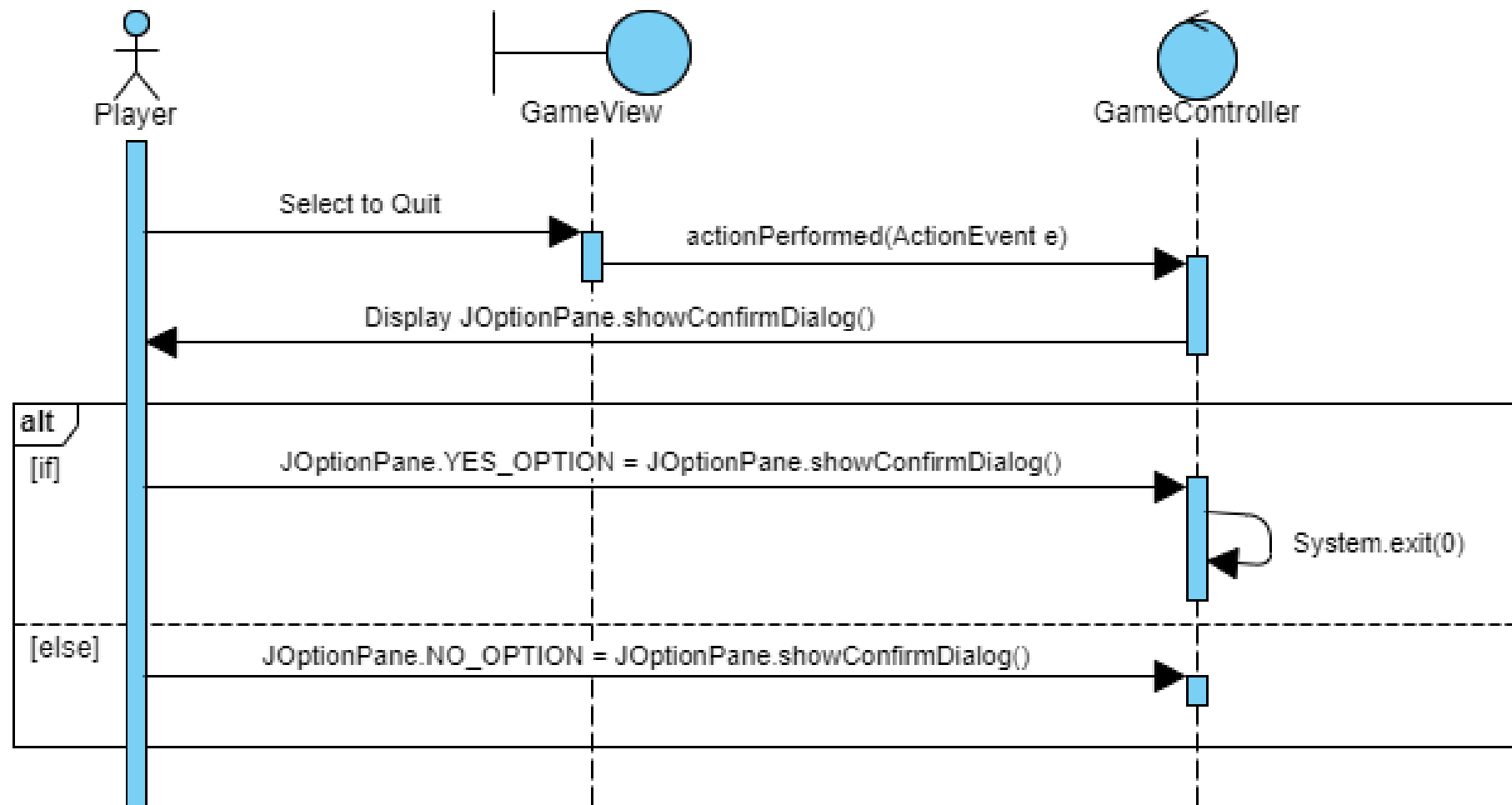
1. Sequence Diagram of View Main Menu



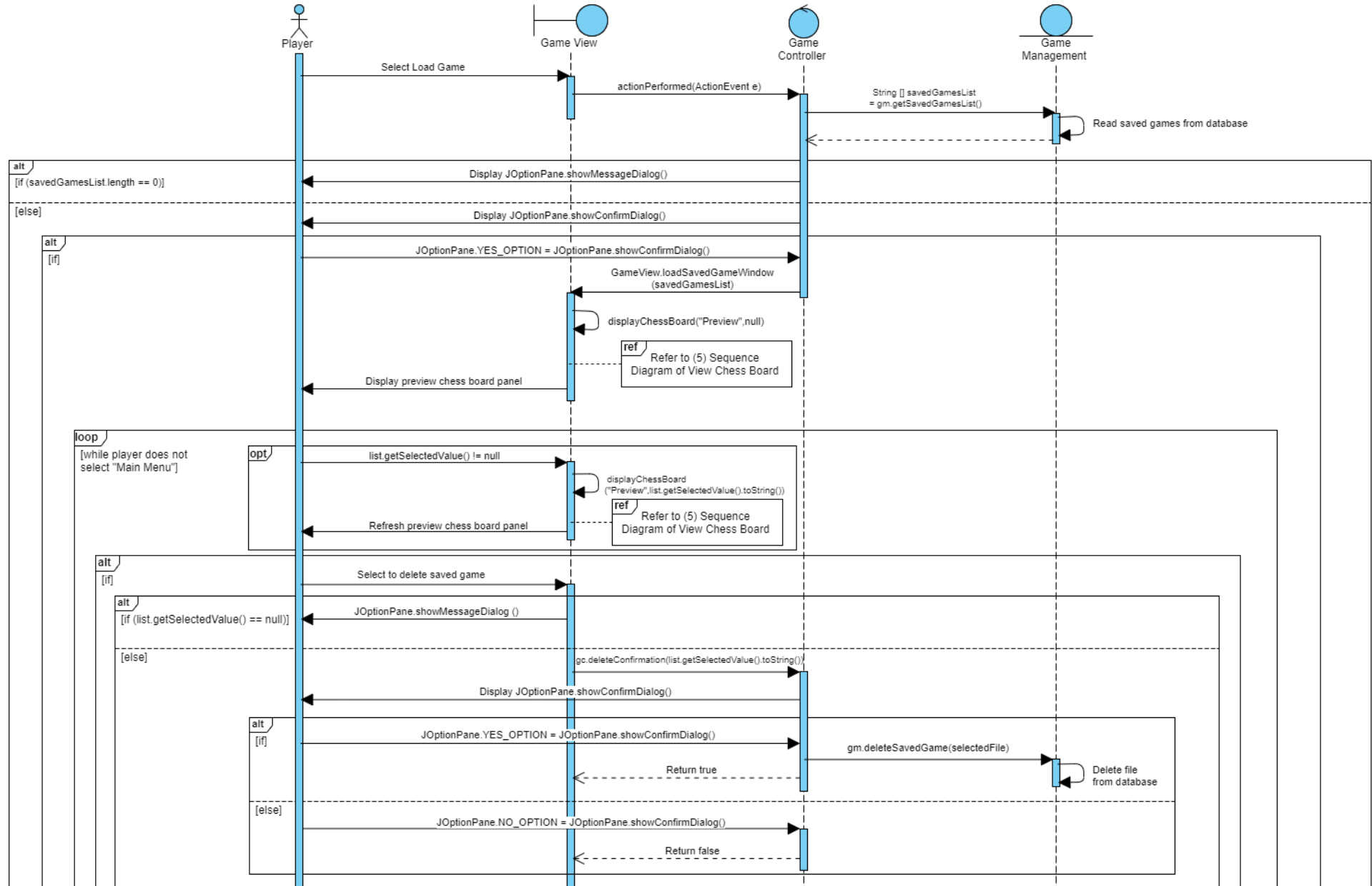
2. Sequence Diagram of New Game_Restart

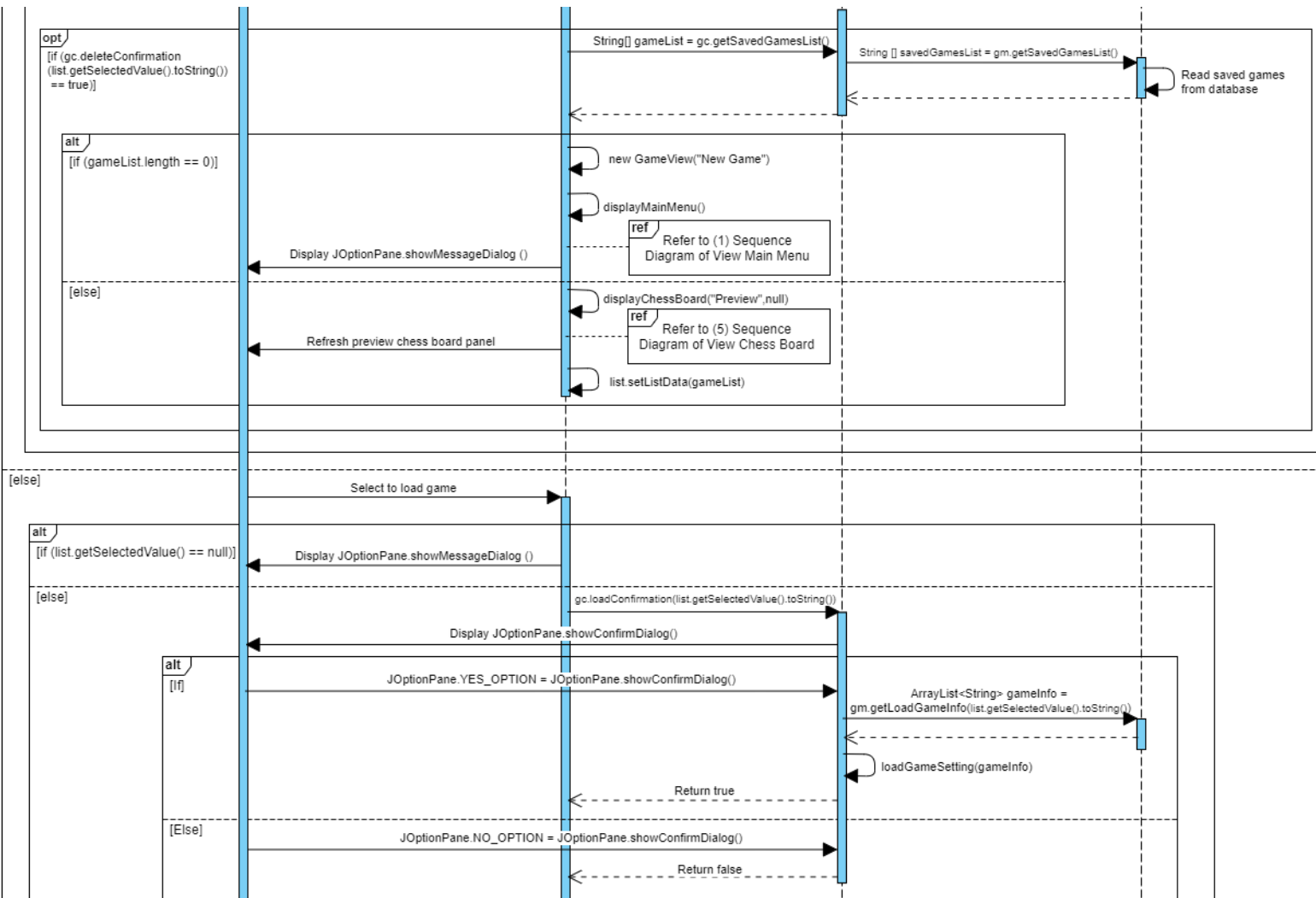


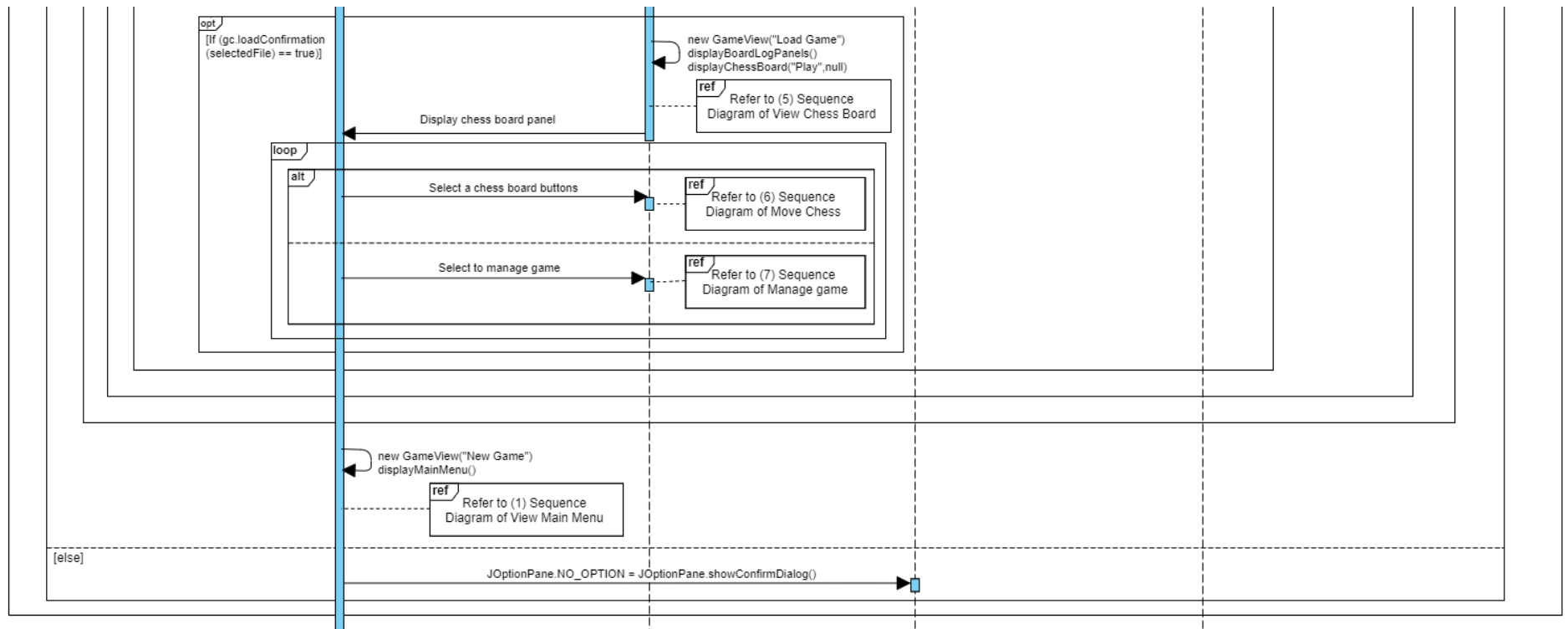
3. Sequence Diagram of Quit Game



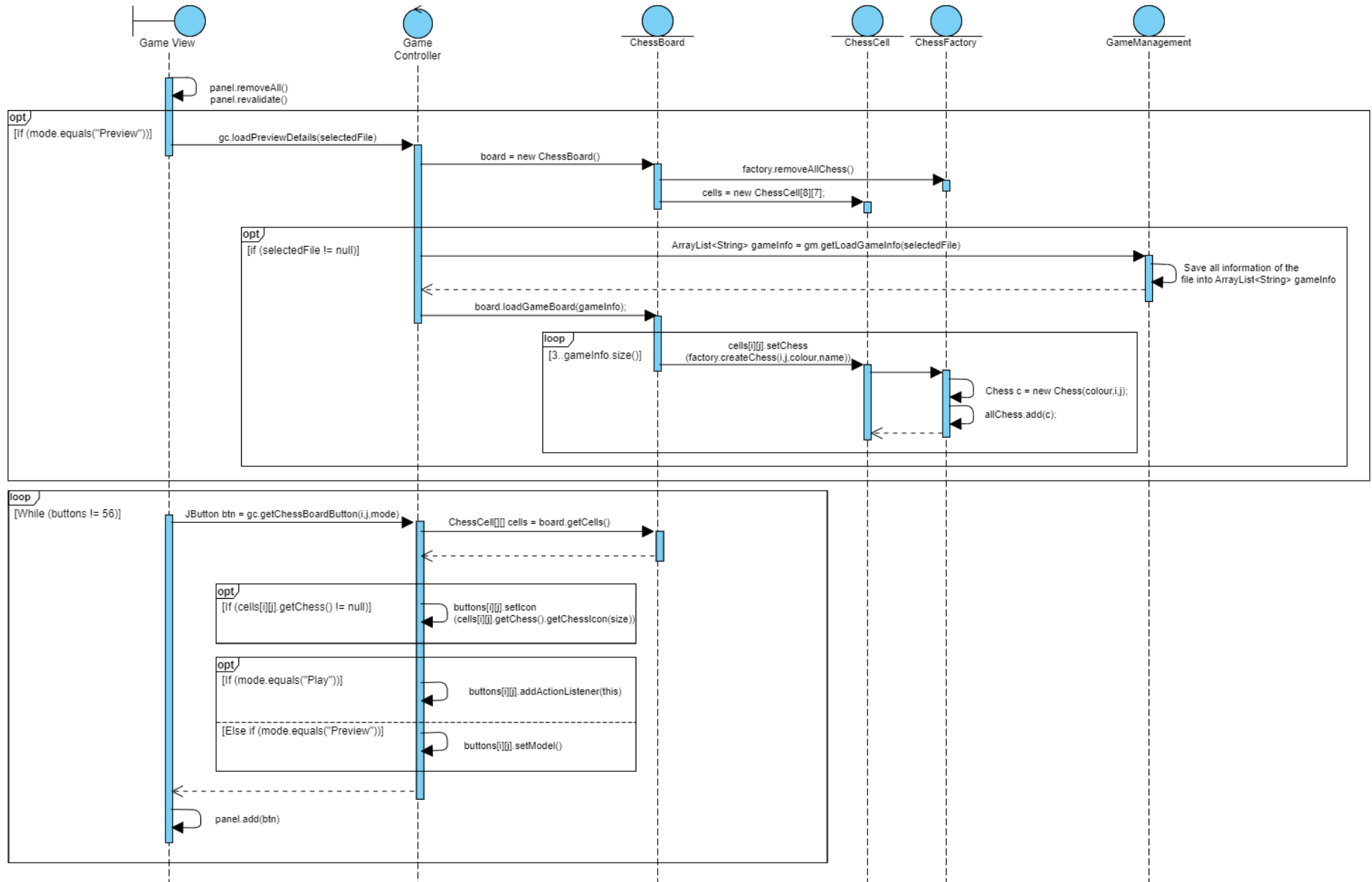
4. Sequence Diagram of Load Saved Game



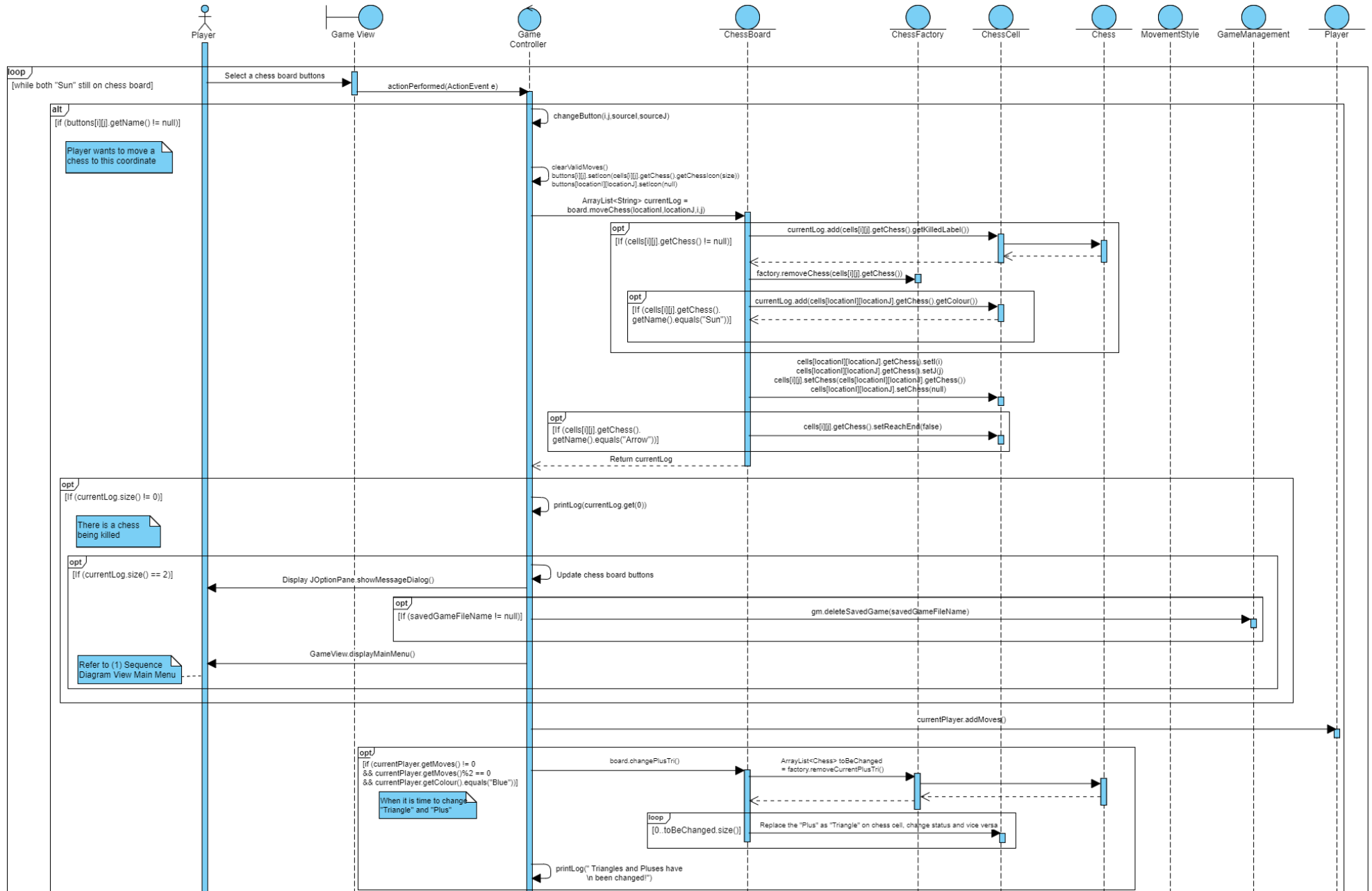


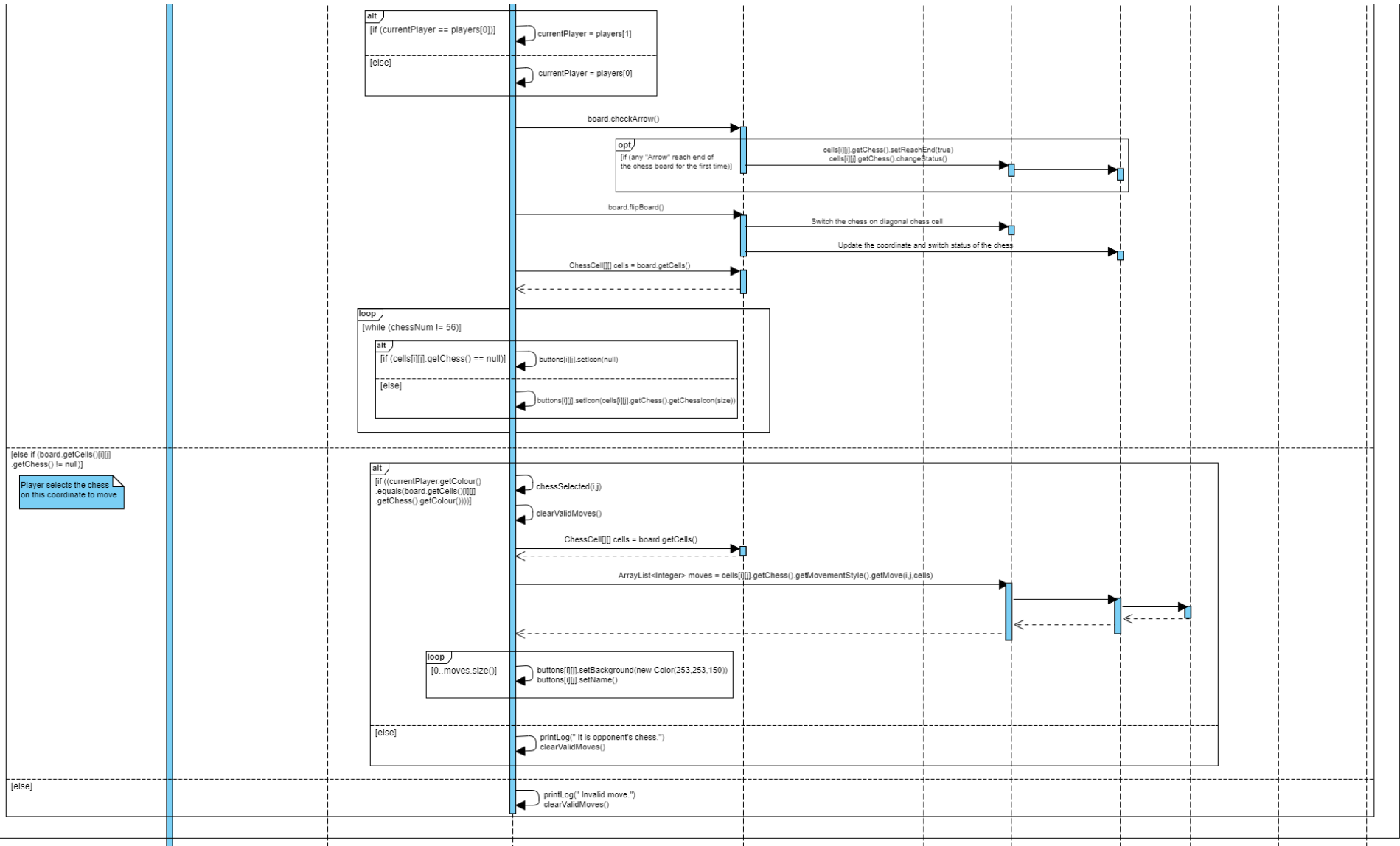


5. Sequence Diagram of View Chess Board



6. Sequence Diagram of Move Chess





7. Sequence Diagram of Manage Game

