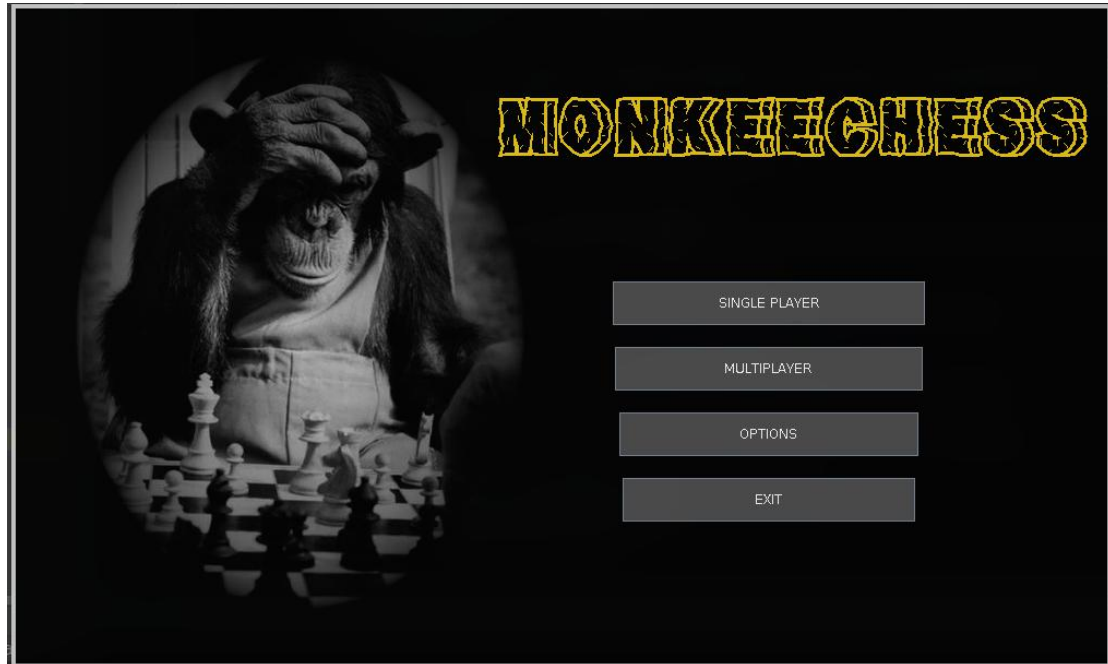


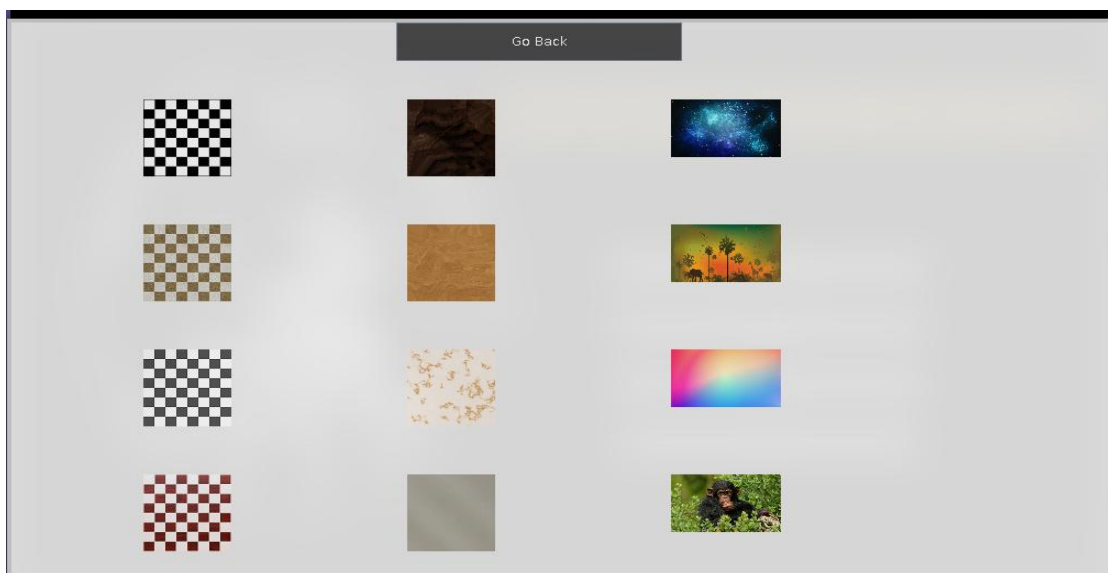
How To Play MONKEECHESS

Introduction:

Welcome to MONKEECHESS, a classical chess game but with some twists. To begin with start the game by running the Launcher. A frame will pop up with Single player, Multiplayer, Options and exits as possible choices as seen from the picture below.



Clicking on the Single Player option will start the game in single player mode where you can move both white and black pieces to practice. Mutiplayer mode will require you to run the server first followed by the client. A maximum of 2 clients are allowed per game. In multiplayer, you will only be able to move the pieces you have been assigned to which is determined randomly. Options will open up a panel (as seen below) which will let you choose the board texture, chess piece textures and as well as the background.

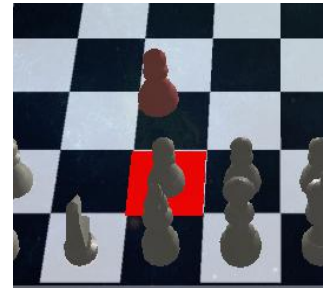


Rules and controls:

Since the objective of this project was a 3D virtual universe we decided to have the user implement the rules, since we wanted it to be as a virtual environment and in real life chess both players who are playing the game know the rules. Thus the freedom to move a piece anywhere on the board is possible however one knows where a pawn moves, or how a rook attacks, etc. Clicking on a piece that is to be moved will cause it to rise up above all other pieces, it will also change the piece's texture to a more green like texture (as seen below). Finally it will add a green square or red if moved over a piece of its own color for where the piece will land.



To move a piece press **W** on the keyboard to move the piece up, **A** to move the piece left, **D** to move the piece to the right, and **S** to move the piece down in the virtual universe. To move a piece back down, or set a piece press the **Space bar**. Capturing another piece can be done by simply hovering over the desired piece and pressing the space bar. Note if you try to capture a piece of your own color then the piece picked will go back to its original position. When a piece is captured it will be displayed on the corresponding panel. The player can also notify the opponent if they are in check by pressing **C** on the keyboard. This will change the appearance of the king to red notifying the player they are in check and will not be updated until a piece on the opponents side has been moved. The following instructions are shown in the 5 images below.





How to rotate:

When the game is launched, the user may rotate the board by left clicking on their mouse and moving left or right. The user may also reset the view to how it was by clicking the reset button. The user may also lock the screen at the position the board is at after performing a certain rotation. Once the screen is locked, the user may not rotate the board until they have clicked on the unlock button.

Different views:

The user may also change the view of the game by of course rotating but by also clicking on the Top button, the Normal button and the Opposite button. These buttons allow the user to change the view to the top, or back to normal or to the opposite side of the board. The user may also reset it by pressing on the '=' button. Mouse Zooms Another important ability in our game would be using the user's mouse to zoom in and out of the board, essentially changing the view. This also allows the user to zoom in on a certain piece if the user desired to do so.

Sounds:

Our game provides a calming background music which we believe is very essential to the art we call chess. The player must be able to think with a clear and calm mind to produce game winning moves. In addition, our game also produces sounds when a piece tries to capture its own piece, when a piece is captured, when the user wins or loses, and when check is called.

Rules from chess that are not implemented in our version:

We decided as a group that we were going to leave out some minor rules from the original game of chess. For example castling is not allowed in our version of chess. Of course, one can still castle however the first movement of moving the rook next to the king will take up a turn. Another rule we decided to not implement was the ability to choose what piece to swap a pawn out for, once it has reached the opposite side of the board. Instead we decided that a queen is what majority of people pick anyways thus asking would not be required.

That concludes the rules and controls of how MONKEECHES works, thanks for playing.

