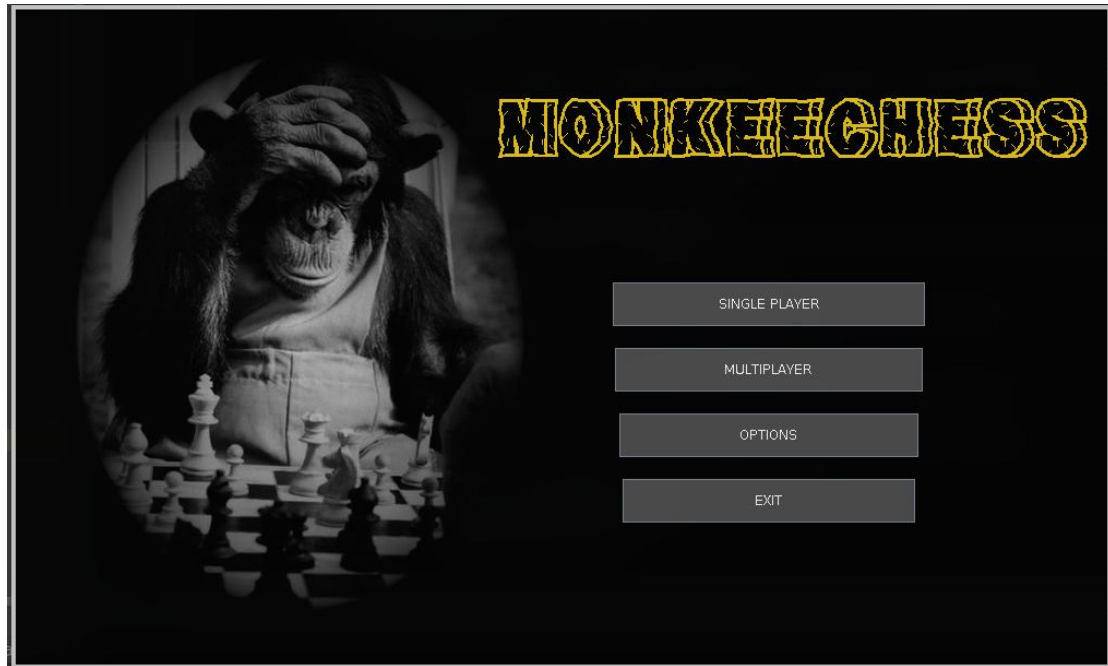
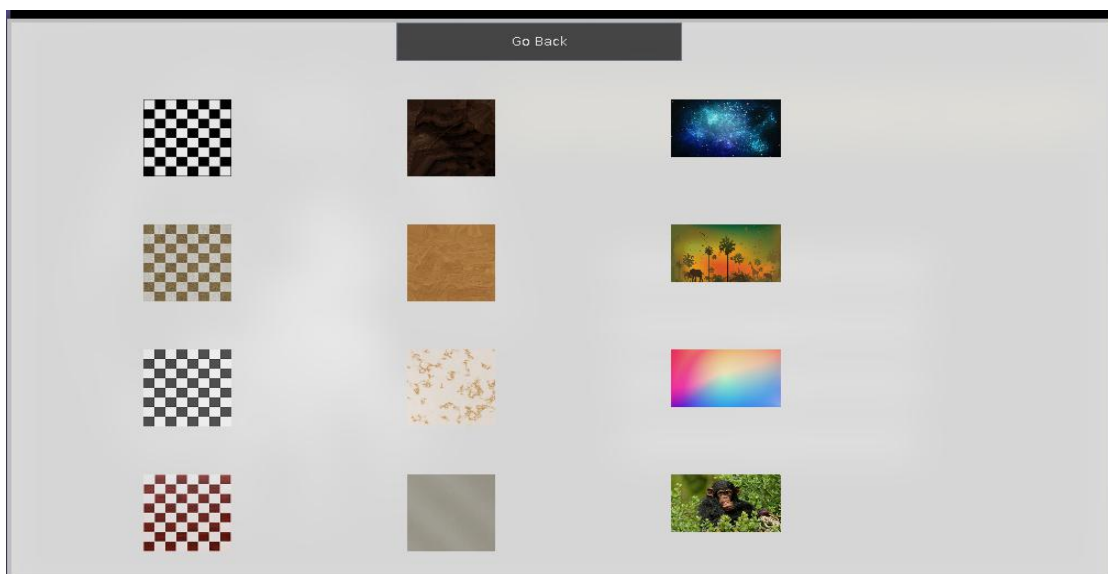


How To Play MONKEECHESS

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.



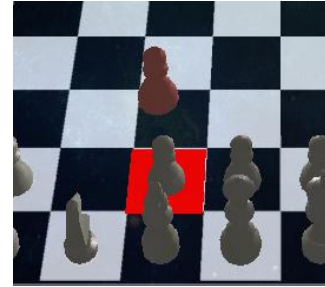
Rules and controls:

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 following instructions are shown in the 3 images below.



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.

