

Project Report

Team members:-

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Slot 11 (Group no. 14)

PURPOSE:

This document specifies all the requirements for the checkers game software. These requirements relate to the functionality, constraints, performance, attribute and the system interface.

The checkers program is a program used to play game.

First goal is to allow two users or players to play the game interactively from remote locations. And the second goal will be that the

programme should be working and allow the users to play the game.

The goal for using this system is just to get entertained by this game.

SCOPE:

In this document basic overview of the game will be described with all functional and non-functional requirements.

SOME HEADER FILES

USED:

1. `simplecpp`
2. `time.h`
3. `iostream`

SOME FUNCTIONS

USED:

1. kingmove1
2. onemovecoin
3. checkfunc
4. noofkills
5. yesking
6. mainmenu etc....

ALGORITHM:

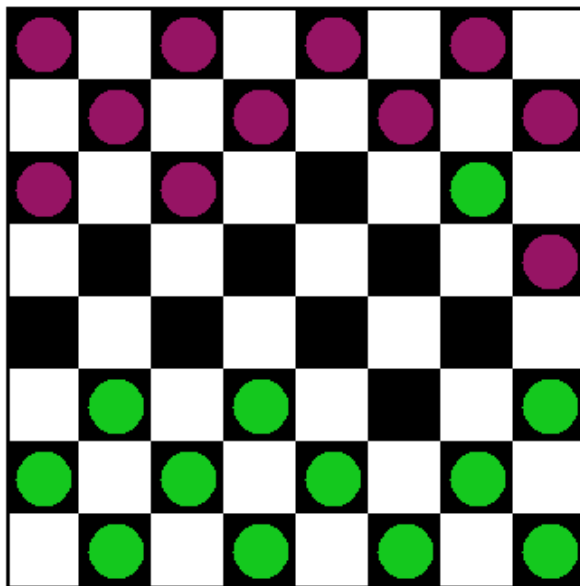
When the user clicks on runs the exe file a window pops up and at the centre write

Checkers, this should be displayed for 5 seconds.

Then this window gets replaced to another window which has menu, menu consists of 5 parts, namely :

- player vs player
- player vs player
- Instructions
- Credits
- Exit

CHECKERS



Player Vs Player

Player Vs Computer

How To Play

Credits

Exit

If the user clicks on instructions then the window gets replaced by set of instructions which displays that,

- To select a piece, click on it and then to move it click on the tile you want

to move it to. If the user clicks on quit then the window automatically closes . If the user clicks on credits then the names of the creators of the game appears . If The user clicks on 2 player then a new window appears which consists of 8x8 grid and 12 pieces to each player . When the player clicks on a piece, the function playmoves1 checks whether the piece is of the player itself or not and then when the player clicks on the final tile, the playmoves1f function checks whether the move is valid or not . Then the function noofkills works and checks whether a piece has to be removed or not . Then the function checking runs and checks that whether the piece moved at last had become a king or not

Then the function `checkwin` checks whether all the coins of one side is finished. If yes, then it declares the player whose coins are left as "winner". If the user clicks on "player vs player" then a window pops up which has a 8x8 grid with 12 pieces each. Then it takes input from the user to move a piece. As mentioned above it checks for the validity of the move. Then the function `compmove` finds the possible moves which are in all 4 directions and then it chooses a path in which maximum no. of times the function `noofkills` is called. And the game continues as in 2 player.

While playing the interface also displays other menu options like "back to main menu", "exit".

On clicking a valid move, the interface shows that it is a valid move by displaying "right move".

