

Draughts for Windows.
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Introduction.

Draughts for Windows is a draughts/checkers player and tutorial system. The program was written as a final year project by two students doing the Computer Systems degree (B.Sc.) in the department of Computer Science and Information Systems at the University of Limerick, Ireland. It was written in JPI Modula-2 v3.0.

Installing Draughts/Checkers.

Create a directory for Draughts and move Draughts.Zip into it. Then pkunzip Draughts.Zip.

Playing a game of Draughts/Checkers.

To play a game of draughts follow these steps.

1. Select **Game/New Game**.
2. Select the number of players from the **Play** menu.
3. If **One Player** is selected then choose a colour for the player from the **Play** menu. If **Two Players** is selected then enter their names and choose their colours from the dialogue box.
4. Select **Start** from the main menu.

Moving and taking pieces.

To move a piece, click on it and then click on the square to move it to.

To take a piece, click on the piece you want to take with and then click on the square you want to jump to. To take successive pieces, click on each square in turn.

Other options.

The computer's level of play can be selected from the **Level** menu.

You can select whether the jumps and moves are animated by choosing either **Options/Fast Animation** or **Options/Slow Animation**. If fast animation is chosen the pieces are not animated.

If you want to see the draughts index notation (i.e. the notation used to record the moves in a game of draughts/checkers) on the board when you are playing then choose **Options/Index Notation**.

You can change the colour of the pieces are shown at the top of the board by selecting either **Options/Black On Top** or **Options/White On Top**. When playing against the computer the colour chosen by the player is automatically shown at the bottom of the board.

If you want to practice your blindfold play you can choose to hide the black or white pieces or both sets of pieces by choosing **Options/Blindfold/Blindfold Black** and/or **Options/Blindfold White**.

You can choose the colour of the board by selecting one of the options in **Options/Board Colours**.

The Rules of Draughts/Checkers can be viewed by selecting **Help/Standard Rules**.

Draughts positions can be set up by selecting the **SetUp Board** option in the main menu. The **Play** menu has options which allow you to specify which side starts first.

Games can be saved and loaded using the options in the **Game** menu.

The Tutorial System.

The tutorial system is entered by selecting **Help/Draughts Tutor**. When the tutorial system starts it redefines the main menu with the following options;

Controls Tutorial Options SetupBoard Tutor Help.

The tutorial system can be used to try out existing tutorials and to create new ones.

Running a tutorial exercise.

To run a tutorial exercise, select either **Openings**, **Mid-Games**, **Endings** or **Other** from the **Tutorial** menu.

Select one of the files shown and click on play. The board will be set up with the example position.

Select **Options/Coordinates** to show the index notation on the board.

Select **Options/Annotation** to show a comment on exercise.

Select either **Options/Play Through** to play through the tutorial exercise or

Options/Step By Step to step through the exercise move by move.

Creating a new tutorial exercise.

New tutorials may be added to the system. To do this, first set up the exercise starting

using **SetUp Board**. Set up the board so that black is playing from top to bottom.

Select **Controls/Record Game** and then select the part of the game that this tutorial exercise covers (Opening, Mid-Game, Endgame, Other)

Then enter an annotation describing the tutorial exercise.

Finally, enter the script which the exercise will follow. Each move in the script should be entered as a FromPos ToPos pair. For instance moving a white piece from square 22 to square 18 should be entered as the pair of values, **22w 18w**. If the piece is a king the move should be entered as **22W 18W**.

Once an exercise has been created it can be edited by using **Controls/Select Game** to select the exercise to be edited and then **Controls/Maintain Game** to edit it.

Who are we?

The University of Limerick is located on a riverside campus at the heart of the 600 acre National Technological Park at Plassy about 3 miles from the ancient city of Limerick. The Technological Park houses such companies as Wang Laboratories (hardware and software), SWS (Software Conversions), Travellers (Insurance Software) and Ashling Microsystems (electronics). Limerick city is the location chosen by Dell Computer Corporation for its European Manufacturing Facility which supplies PC's to all its European and Canadian sales subsidiaries.

The Department of Computer Science and Information Systems offers a BSc in Computer Systems, a Graduate Diploma in Computing, and supervises research work leading to an MSc or PhD in Computer Science. In addition, the department services the computer instruction needs of other departments in the University .

The BSc is a four year degree which includes a substantial software project in the final year. Draughts for Windows is one of these projects.

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damages.

A personal note.

If you find this program useful or have some comments regarding the user interface or features that are missing please Email me at COUGHLANM@UL.IE or write to me at the following address.

Michael Coughlan
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and
Information Systems
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Ireland.

I am prepared to make the source code available so if you want it let me know. If I get enough requests I may upload it or tell you how you can get it.

If you decide to add other exercises to the Tutorial System I would be grateful if you could send me copies.

Don't send bug reports (I know there are bugs). I hope to have this software completely rewritten in C++ for Windows for Workgroups and Windows NT.

Finally.

Greetings to Wally Ryder, Connie Roussous and Jack Beidler who were here as visiting Professors over the last few years.