

EECS 22L: Chess User Manual Grading Criteria

Prepared by: Delaram Amiri, Huan Chen, and Prof. Rainer Dömer

January 05, 2017

The first deliverable in the *Chess* project is the initial version of the user manual that specifies the expected software product. While this document can be refined in the following weeks so that it matches the actual implementation in detail, it should describe the user experience of the software product as anticipated. Specifically, the user manual should describe the installation and use of the software by the user and contain a detailed description of the functionality with all options.

For full credit (100%), the document submitted by your team should include the following sections:

Title page

- Software title, version
- Author/producer, affiliation

Front matter

- Table of contents
- Glossary (of chess terms)

1 Computer Chess

- 1.1 Usage scenario
 - Sketch of a typical screenshot
- 1.2 Goals
- 1.3 Features

2 Installation

- 2.1 System requirements
- 2.2 Setup and configuration
- 2.3 Uninstalling

3 Chess Program Functions and Features

- 3.1 Detailed description of function 1
 - User input, program output, screen shot, etc.
- 3.2 Detailed description of function 2
 - User input, program output, screen shot, etc.
- 3.3 ...

Back matter

- Copyright
- Error messages
- Index