Gauray's ToDo List:
☐ Brainstorm game
☐ Research
☐ Discuss potential mechanics and themes
☐ Discuss and plan out different art styles for the game
☐ Create initial concept for the game
<ul> <li>Develop game mechanics and gameplay</li> </ul>
Create several initial sketches for the game's user interface
☐ Discuss potential designs and layouts with Alejandro and Bhavik
Create a min-max Al algorithm to play against human
☐ Create pieces.py file
☐ Fix minor bugs
☐ Change background images
☐ Resize tiles
☐ Change file names Mapquest
☐ Parallelization of program