

List of Tasks

1. Design Game on Paper
2. Make List of components we want in our game.
- 3 CORE Engine code:
 - A. Best move algorithm , with different depth (intelligence of computer). - and returns the move of computer.
 - B. Check of terminal states - if win or draw with every move of human and computer.
4. Layer btw frontend and backend - takes user input and communicates with the backend code to output results , scores and animation.
5. HTML/CSS interface - the look and design in code.
6. For both front and back - when new game starts - empty board, ask user first chance kisko
- 8 bundle up everything
- 8 deploy code