

Networking:

- Read through critiques and create a summary of issues related to networking and accounts | Brad Cronin | April 2
- Finish the database stub overhaul and integrate it. | Clement Luo | April 6
 - Complete implementation of database restrictions | | April 5
 - Implement CRUD functions | | April 6
 - Create function
 - Retrieval function
 - Update function
 - Delete function
 - Implement file I/O | | April 6
- Implement communication between the game logic and the database | Clement Luo | April 9
 - Configure database schema accordingly
 - Setup io handler for the game
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- Integrate with GUI | |
- Integrate with statistics ||

GUI:

- Task | Assignee | Deadline

- Read through the critiques of GUI and create a pdf that summarizes them and push that pdf to docs/planning/critique directory in repo | Fatin Abrar Ankon | April 2
 - Planning critiques + solutions
 - Diagram Critiques + solutions
 - Feature requests
- Refine Connect 4 Game Screen and Implement in main after gamelogic team is done with their code
- Checkers Game Screen Implementation
 - Create a new CheckersGame.fxml & checkers.css in the GUI package
 - Implement the 8x8 board visualization
 - Add piece movement animations
 - Implement valid move highlighting
 - Add king piece visualization
 - Add captured pieces display

- Implement the initial checker selection UI for determining who plays black
- Add timer display (20 seconds for moves)
- Add visual indicators for forced jumps
- Whist Card Game Screen Implementation
 - Create a new WhistGame.fxml & whist.css in the GUI package
 - Implement card deck visualization
 - Implement trick display
 - Add score tracking display
- Tic Tac Toe Game Screen Implementation | Fatin Abrar Ankon | implemented in GUI branch
 - Create a new TicTacToeGame.fxml & tictactoe.css in the GUI package
 - Implement the 3x3 grid visualization
 - Add X and O piece animations
 - Implement win condition visualization
 - Add player turn indicators
- Statistics Integration
 - Add game statistics display
 - Implement player performance tracking
 - Add game history view
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Game Logic:

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Statistics:

- Task | Assignee | Deadline

- Create Level XP Object or class | Iman Hamzat | 03-04
- Add functionality for increasing and decreasing XP | Iman Hamzat | 03-08
- Add functionality for changing level | Iman Hamzat | 03-08
- Integrate above with game logic to some extent as needed | Iman Hamzat | 03-11
- Add error handling for leveling feature | Iman Hamzat | 03-10
- Create class for matchmaking | Irith Irith | 03-08
- Add matchmaking and alternative matchmaking functionality | Irith Irith | 03-08

- Integrate above with networking to some extent as needed | Iman Hamzat | 03-10
- Add error handling for matchmaking feature | Irith Irith | 03-10
- Create Object or class(es) for ranking | Dylan Shiels | 03-08
- Add ranking functionality | Dylan Shiels | 03-08
- Add leaderboard functionality with above | Dylan Shiels | 03-08
- Integrate above with networking to some extent as needed | Iman Hamzat | 03-10
- Add error for ranking and leaderboard | Dylan Shiels | 03-08
- Fully integrate statistics with rest of project | Dylan Shiels | 03-11