Plans for Iteration 2

For iteration 2, we will be dividing responsibilities but in the meantime, we will start coding the GUI and implement the basic functionality of the game such as initiating a game and load game which doesn't require much logic. The game board itself will be requiring legal move, ai move, flip, shape data structure, and the most importantly AI difficulty.

For now, we simply plan on setting up the GUI itself and divide the responsibilities for iteration 2. We plan on using GIT from now onwards so that we all can work more efficiently. Our two use cases are going to be

Load Game

As of now we are not sure of the implementation but we are planning to make json objects in some persistent storage and when there is already a saved game session we are going to load that game session.

Placing a piece on Game board

After we are done with the GUI of "intiate a game" and basic functionality of starting a game based on game initial settings , we are going the implement the basic functionality of placing a piece on game board, to start with we probably would just try placing a block first on game board and then move to shapes.