

Plans for Iteration 2

We will start planning on how to approach for iteration 2 once it is out, just like iteration 1, 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 once they are out. We plan on using GIT from now onwards so that we all can work more efficiently.