

Green marking = done

For (and including) monday 05/04

Everyone

- Make sure classes gets documented properly.
 - All members have the responsibility to document their own classes.
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Eirin

- Mark where the opponent/player moved from.
 - Mark in the Checkerboard class.
 - Color for en passant
 - Color for capturing pieces
 - Show previous move
- Hinting (offer help for novice users)
 - Get logic from expert AI
 - Show hint on GUI
 - Hint button, for when to show hint
- Undo function for single player game
 - Timer must know about undo.
- Add icon for desktoplauncher
- Chess960
 - Fix castling to support move for random chess
- Implement bullet, blitz and rapid.

Marianne

- Update planning documents, team repo structure, and guidelines for git use accordingly.
- Sound effects on move.
 - Define a class with static methods so that we can play effects from everywhere.
 - Option to disable sound-effects; boolean.

Elise

- Promotion - more choices
 - Make dialog so that user can choose what kind of piece to promote to.
 - Communication between dialog and game.

Sofia

- Javadoc
- All images and other graphics, source code and build script used must have an open license.
- Better high-score menu
 - create sub-headlines
 - Bigger text

- Fix multiplayer screen
 - first navigate to game selection then opponent sign-in.

Triki

- Structure database model
- Find SQL library
- Connect DB to game.
- Connect existing player register logic to game db logic.
- Make animation when AI moves piece to make it more clear.
- Fix undo bug.
- Enable promotion in GUI; move async.

Jonas M.W.

- Class diagram
- Make AI do computation on separate thread

Jonas Trædal

- Board handling
- Min-max-algorithm
- fetch end-game strategies
- fetch early-game strategies
- make sure moves are correct
- Javadoc
- The advanced level machine player must make a move within 3 seconds.
 - Define tests that make sure we don't exceed the 3 second limit.
 - Make AI do computation on separate thread

Stian

- Connect existing player register logic to game db logic.
- Sound effects on move.
 - Define a class with static methods so that we can play effects from everywhere.
 - Option to disable sound-effects; boolean.
- End game screen
 - Notify user with result

Paraneetharan

- Update planning documents, team repo structure, and guidelines for git use accordingly.
- Update the sequence diagram.