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.

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
- Add icon for desktoplauncher
- Chess960
  - Fix castling to support move for random chess
- Implement bullet, blitz and rapid.
- Castling bug
- Threefold repetition test-bug

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.
- Castling bug for black player one

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.
- Write retrospective document

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.
- Undo bug

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
- High-score rating update bug?

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

- Make a note on gradle not building correctly; it is one of the deliverables.