

## Green marking = done

For (and including) monday 05/04

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### 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

### 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

- 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

### 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.

Jonas M.W.

- Fix the class diagram.
- Board handling
- Min-max-algorithm
- fetch end-game strategies
- fetch early-game strategies
- make sure moves are correct
- 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

Jonas Trædal

- Board handling
- Min-max-algorithm
- fetch end-game strategies
- fetch early-game strategies
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- The advanced level machine player must make a move within 3 seconds.
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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.

Paraneetharan

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