

## Green marking = done

---

### Everyone

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

### Eirin

- Scream for capturing queen
- Sound for win/loss
- Add graphic elements (for prettier game)

### Marianne

- Update planning documents, team repo structure, and guidelines for git use accordingly.
- End-game screen fireworks/rain.
- Retrospective latex.

### Elise

- Menu for multiplayer
  - Button to "games"-list
    - "Games"-list
      - List
      - Button to join
      - Button to create game
        - "Create game"
          - Enter game-name and other details needed

### Sofia

- Fix high-score list
- Loading screen before game / when AI is calculating moves / other stuff
  - Make universal animation class
  - Integrate into project GUI
    - Timer (to let the fictional loading screen play for a certain amount of seconds)
- All images and other graphics, source code and build script used must have an open license.

### Triki

- Back-end API/front-end integration
  - Hosting back-end somewhere
  - REST in front-end
    - Java HTTP calls to API.
  - Endpoints
  - Choose hosting website/service/DBMS
  - Two-way communication with WebSockets (Socket.IO)

- Fix multiplayer bugs
- Fix main-menu multiplayer bug

Jonas M.W.

- Back-end API/front-end integration
  - Hosting back-end somewhere
  - REST in front-end
    - Java HTTP calls to API.
  - Endpoints
  - Choose hosting website/service/DBMS

Jonas Trædal

- Animation when capturing enemy piece (flying away in a given direction? explosion?)

Stian

- Cap on input fields, e.g. playernames

Paraneetharan

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