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.

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
- 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)

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.

FOR LATER:
- Changing Checkerboard/ChessGame as needed to implement input from user over network.