1. Methods and Models
   1. Test Driven Development
   2. Manual Testing
   3. Agile Methodology
   4. Scrum and Sprints
   5. Stand-up meeting
   6. User Stories driven development
   7. Pair Programming
2. Algorithms and backend
   1. Logics
   2. Decision/Rules: computation vs enum
3. Features ad GUI
   1. Drag and drop
   2. Moves logs
   3. Multi-Players selection
4. Demo
   1. Just demo the layout and drag and drop feature
5. Remaining Parts and extensions
   1. Implementing the algorithms to the front GUI
   2. Complete Testing
   3. AI support
   4. Documentation
   5. Proper notification and moves logging
6. Lessons
   1. Implementing the TDD
   2. Different software development models