Dan Iverson and Teddy Sterne

Development Timeline

Week	To-Do
Week 5	Implement Rook, Bishop Pieces.
Week 6	Implement Knight, and Unicorn Pieces
Week 7	Implement Queen and King Pieces
Week 8	Game Logic: Is in check? Complete GUI and Board Integration.
Week 9	Game Logic: Checkmate?
Week 10	Overflow week