

# SP4-6 Tasks

1. Game initialization	<ul style="list-style-type: none"><li>- Setup UI for users to start games</li></ul>
2. Invites	<ul style="list-style-type: none"><li>- Make game invite UI</li><li>- Create a system to accept game invites<ul style="list-style-type: none"><li>- As well as canceling/declining invites</li></ul></li><li>- Link an invite to a specific game<ul style="list-style-type: none"><li>- Setup a timeout for games (you don't want an invite lasting forever)</li></ul></li></ul>
3. Playing the game	<ul style="list-style-type: none"><li>- UI for the list of in-progress games</li><li>- Backend for in-progress games<ul style="list-style-type: none"><li>- Maintain a timeline of games</li><li>- Keep track of whose turn it is</li></ul></li><li>- Implement game functionality with requests</li></ul>
4. Stats / Previous games	<ul style="list-style-type: none"><li>- Show completed games, who won, and piece configuration</li></ul>
5. Game logic	<ul style="list-style-type: none"><li>- Add functionality for pieces to make special, non-standard moves and for pawns to promote</li><li>- Establish rules for the completion of the game<ul style="list-style-type: none"><li>- Checkmate</li><li>- Stalemate</li><li>- Forfeit</li></ul></li></ul>
6. Requests	<ul style="list-style-type: none"><li>- Construct request structures for client/server communication</li><li>- Implement request handling on client and server</li></ul>