

# SP2/3 Tasks

1. Base Code	<ul style="list-style-type: none"><li>- Get dev environments set-up for each member</li><li>- Get base code loaded into repository and running</li></ul>
2. Login	<ul style="list-style-type: none"><li>- Setup registration of accounts</li><li>- Setup login to existing accounts</li></ul>
3. Game initialization	<ul style="list-style-type: none"><li>- Setup the backend game creation</li><li>- Setup UI for users to start games</li></ul>
4. Invites	<ul style="list-style-type: none"><li>- Make game invite UI</li><li>- Create 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 a invite lasting forever)</li></ul></li></ul>
5. 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 whos turn it is</li><li>- Create a timeline of previous Moves</li></ul></li></ul>
6. Stats / Previous games	<ul style="list-style-type: none"><li>- Show completed games, who won and piece configuration</li></ul>
7. Game logic	<ul style="list-style-type: none"><li>- Establish the rules for each of the given pieces</li><li>- Ensure that for the given game, the pieces are in a valid configuration</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>