To Do List

| What | Who | In Progress | Done |
| --- | --- | --- | --- |
| checkColor\_table(Valid+Position) |  |  | yes |
| CheckIsPeaceThere | Arkady |  | Yes |
| CheckIfLigal | Tzahi |  | Yes |
| Eat Function(Like LigalMove but for eat, need to check if you have enemy peace in the way.) | Tzahi |  | yes |
| Check\_Move\_Or\_Eat(Eat is a must if you can do it, can't move if you have eat option on and need to check use eat function on drag.) | Tzahi |  | yes |
| After Eat (Change the img and status to 'NULL',  After your move if eat was on use this.) | Arkady |  | yes |
| Turn\_over?(Can Eat Again, I check if you can use your check again.) | Arkady | Need to TEST | yes |
| Next\_Turn\_to\_AI | Arkady | Need to TEST | yes |
| Check Eat First(Return true/false)(Update: td\_from td\_to and Way) | Tzahi |  |  |
| AI\_Eat\_move(move piace and remove and update status) | arkady |  |  |
| Check AI eat again | Arkady |  |  |
| AIMove(function to move piace for the AI  With updateStatus and IMG) |  |  |  |
| AIeatmove(same as move but with Eat rules) |  |  |  |
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| Game Finish? (DeletePieace = 12) |  |  |  |