1. Create chess board interface and program structure on Java
2. Create menus (save match, load match, etc)
3. Create multiplayer in one device (Add rules)
4. Add simple AI (Dummy player)
5. Create multiplayer in multiple computers on the same LAN (create multiplayer menu: Numbers to find match? Random match?)
6. Set up application on server for it to be played on the Internet
7. Improve AI (Advanced player)
8. Make game multiplatform (Web, Android, iOS)