Red – must do right now (highest priority)

Blue - high priority

Green - Medium priority

# ChessEngine

1 Implement Move representation

Generate possible moves

* ~~Model~~
* ~~Conversion between bitboards and friendly models~~
* ~~MainPossibleMovesMechanism~~
* Pawn possible moves
  + - 2 Capture moves
    - 6 King chess move
    - ~~Ordinary move~~
* Knight possible moves
  + - 3Capture moves
    - 7 King chess move
    - ~~Ordinary move~~
* King possible moves
  + - 5 Capture moves
    - 8 King chess move
    - 4 Ordinary move
* Sliding pieces moves – generic algorithm
  + Rook moves
    - 13 Capture moves
    - 15 King chess move
    - 11 Ordinary move
  + Bishop moves
    - 14 Capture moves
    - 16 King chess move
    - 12 Ordinary move
  + Queen moves

10 Implement Minimax algorithm

20 Implement alpha-beta prunning

18 Implement evaluation function

27 Implement isMoveLegal on serverSide

9 Define the main flow

19 Implement isMoveLegal for the human player

17 Implement isCheckMate

26 Implement a knowledgebase with positions and moves by chess masters

# Spring MVC application

21 Project setup (maven dependencies, maven modules) implemented as a hello world app

24 Database interraction

25 Features implementation

# Web UI

~~Photoshop design~~

22 Html+css design

23 UI chess board