

Done	To-Do
<p>- Make it executable everywhere DONE!</p> <p>#Board -Fixed board and indexing</p> <p>#Main -started player to player -taking input perfectly now</p> <p>#AI - toString no need! - Plan out minimax of chess board SOME! - returns names and teams done!</p>	<p>#Main -complete AI section -make perfect player to player -isWin check</p> <p>#PlayerTopPlayer -perfect kill of player -Disable other player in turn of one -Protect king -If killed return something -store killed ones -print board status -start points system -checkmate -stalemate -king VsKingstate -PawnRevival - RookCondition</p> <p>#AI -Just use board direct updation -Complete the non working minimax -Design minimax</p>

#### Time-line:

Task	October	November	December
<u>Main</u> -(10)	-	10%	-
<u>Game</u> -(20)	20%	-	-
<u>GUI</u> -(10)	2%	10%	-
<u>AI</u> -(60)	5%	-	60%

**Notes:**

- Define your winning state and /or close to winning state
- Check and go to recurse for Alpha and beta.
- Whole Board would be passed as parameter in Ai class

**Heuristics:**

- Don't just think about losing pieces, Think about losing specific pieces. Give priorities or preferences.
- Think about other factor like positions of the pieces

