

Done	To-Do
<p><i>#Board</i></p> <ul style="list-style-type: none"> <li>- input of team names <i>DONE!</i></li> <li>- initial positions can be added <i>NO NEED!</i></li> </ul> <p><i>#Main</i></p> <ul style="list-style-type: none"> <li>- Initiate <i>DONE!</i></li> <li>- Connect with Board and use methods <i>DONE!</i></li> </ul> <p><i>#AI</i></p> <ul style="list-style-type: none"> <li>- toStrng no need!</li> <li>- returns names and teams done!</li> </ul>	<ul style="list-style-type: none"> <li>- Plan out minimax of chess board</li> <li>- Just use board direct updation</li> <li>- try making use of singleton</li> </ul> <p><i>#Board</i></p> <ul style="list-style-type: none"> <li>- To string methods for all the classes</li> </ul> <ul style="list-style-type: none"> <li>- flip baord method and fix working</li> <li>- Start Controller method of input and output</li> <li>- increase and use board methods</li> <li>- Get enough information a about pygame and start building it</li> </ul> <p><i>#Main</i></p> <ul style="list-style-type: none"> <li>- Connect GUI also</li> <li>- Then act this as a tunnel between Board, AI and GUI</li> </ul> <p><i>#AI</i></p> <ul style="list-style-type: none"> <li>- Plan out minimax of chess board</li> <li>- Just use board direct updation</li> <li>- try making use of singleton</li> </ul>

### 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%	50%	60%

**Notes:**

- Don't just think about losing pieces, Think about losing specific pieces. Give priorities or preferences.
- Check and go to recurse for Alpha and beta.
- Whole Board would be passed as parameter in Ai class

