

Done	To-Do
<ul style="list-style-type: none"> - board & piece in a separate file - team on a separate file - Main file created - Pieces file created but not connected - Team class created - Piece factory initialized 	<ul style="list-style-type: none"> - Think about generalizing pieces - ToString functions of all - Movement of pieces - redesign pieceMkr in Square - recheck and play - initial positions can be added to each pieces - valid move can be added

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

