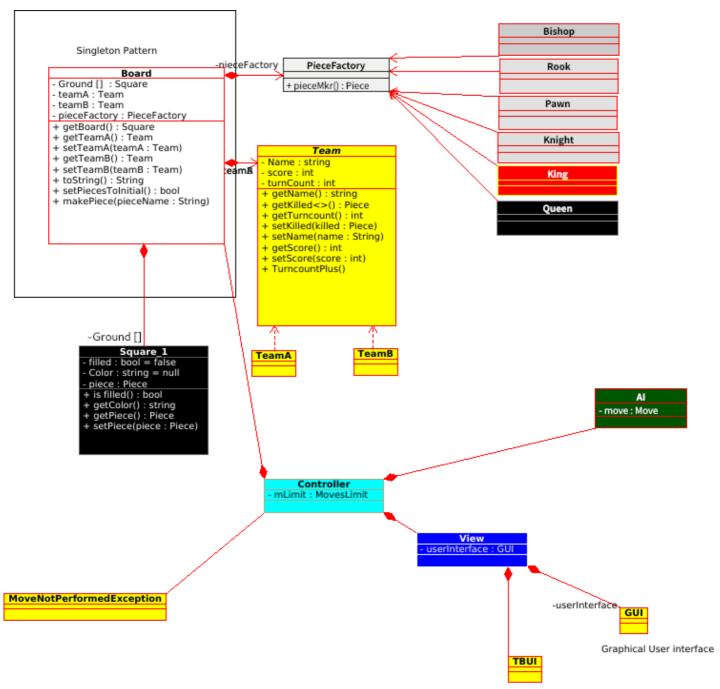
Done	To-Do	
<ul> <li>- board &amp; piece in a separate file</li> <li>- team on a separate file</li> <li>- Main file created</li> <li>- Pieces file created but not connected</li> <li>- Team class created</li> <li>- Piece factory initialized</li> </ul>	- Think about generalizing pieces	

## Time-line:

Task	October	November	December
<u>Main</u> -(10)	-	10%	-
<u>Game</u> -(20)	<mark>20%</mark>	-	-
<u>GUI</u> -(10)	<del>2%</del>	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



-Text Based User interface