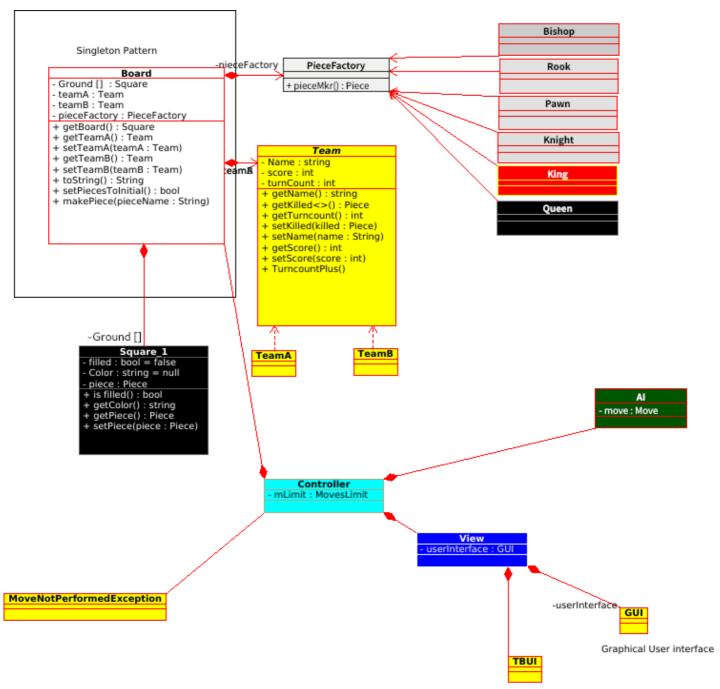
Done	To-Do
- Make it executable everywhere DONE! #Board - input of team names DONE! -initial positions can be added NO NEED! - Get enough information a about pygame and start building it ABORTED! - flip baord method and fix working DONE! - To string methods for all the classes DONE! - Complete validation of moves DONE! #Main - Initiate DONE!	-Just use board direct updation -Start Controller method of input and output #Main -Then act this as a tunnel between Board, AI and GUI -start finishing player to player #AI -Just use board direct updation -Complete the non working minimax -Design minimiax
Connect GUI also DONE! -Connect with Board and use methods	

Time-line:

Task	October	November	December
Main-(10)	-	10%	-
<u>Game</u> -(20)	20%	-	-
<u>GUI</u> -(10)	2%	10%	-
<u>AI</u> -(60)	<mark>5%</mark>	50%	60%

Notes:

- 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
- 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
- we might need to construct the gui inside board which would be moving methods because it is just printing nothing



-Text Based User interface