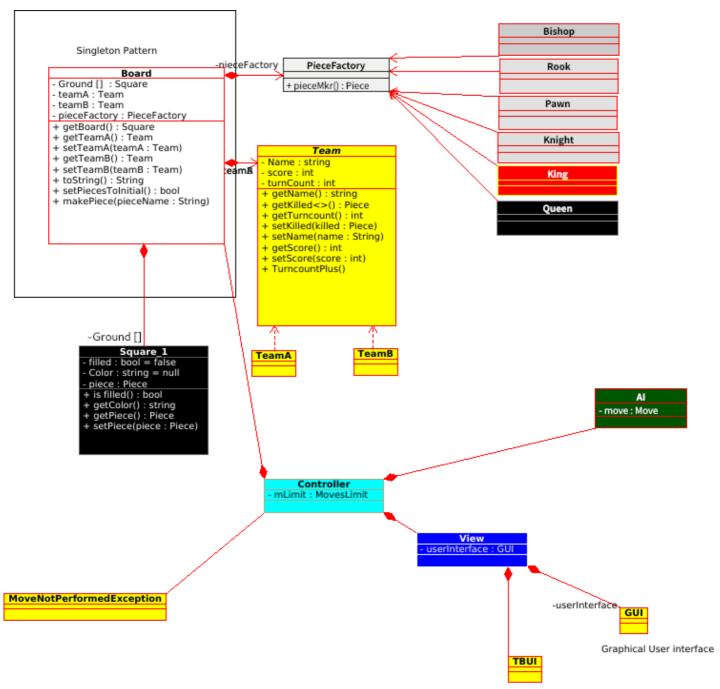
Done	To-Do	
#Board - input of team names DONE! -initial positions can be added NO NEED! #Main - Initiate DONE! -Connect with Board and use methods DONE! #AI - toStrng no need! - returns names and teams done!	- Plan out minimax of chess board - Just use board direct updation - try making use of singleton #Board -To string methods for all the classes - flip baord method and fix working - Start Controller method of input and output - increase and use board methods - Get enough information a about pygame and start building it #Main - Connect GUI also - Then act this as a tunnel between Board, AI and GUI #AI - Plan out minimax of chess board	
	-Just use board direct updation -try making use of singleton	

Time-line:

Task	October	November	December
Main-(10)	-	10%	-
<u>Game</u> -(20)	20%	-	-
<u>GUI</u> -(10)	<mark>2%</mark>	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.
- Check and go to recurse for Alpha and beta.
- Whole Board would be passed as parameter in Ai class



-Text Based User interface