Done	To-Do			
- Make it executable everywhere DONE!	#Main			
#Board -Fixed board and indexing	-complete AI section -make perfect player to player -isWin check #PlayerTopPlayer			
#Main -started player to player -taking input perfectly now	-perfect kill of player -Disable other player in turn of one -Protect king -If killed return something			
#AI - toStrng no need! - Plan out minimax of chess board SOME! - returns names and teams done!	-store killed ones -print board status -start points system -checkmate -stalemate -king VsKingstate -PawnRevival - RookCondition			
	#AI -Just use board direct updation -Complete the non working minimax -Design minimiax			

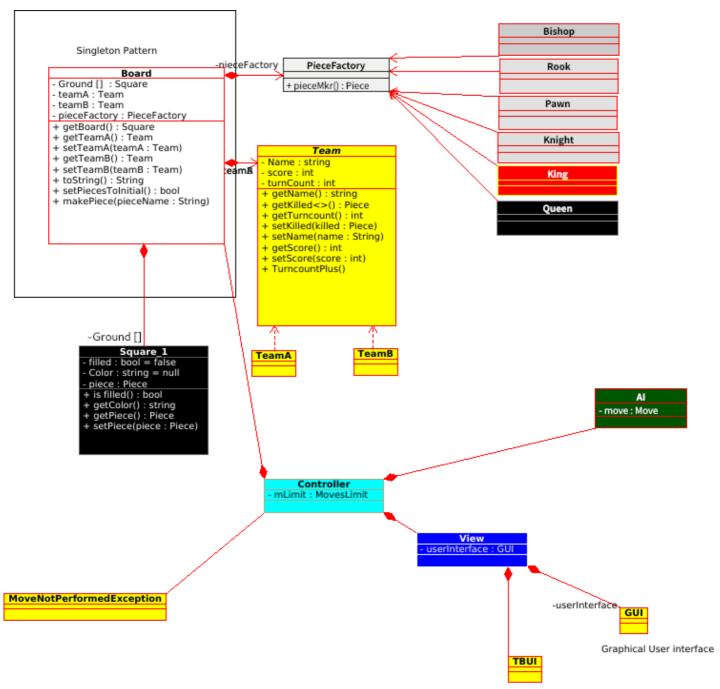
## Time-line:

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

- 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

## **Heuristics:**

- 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



-Text Based User interface