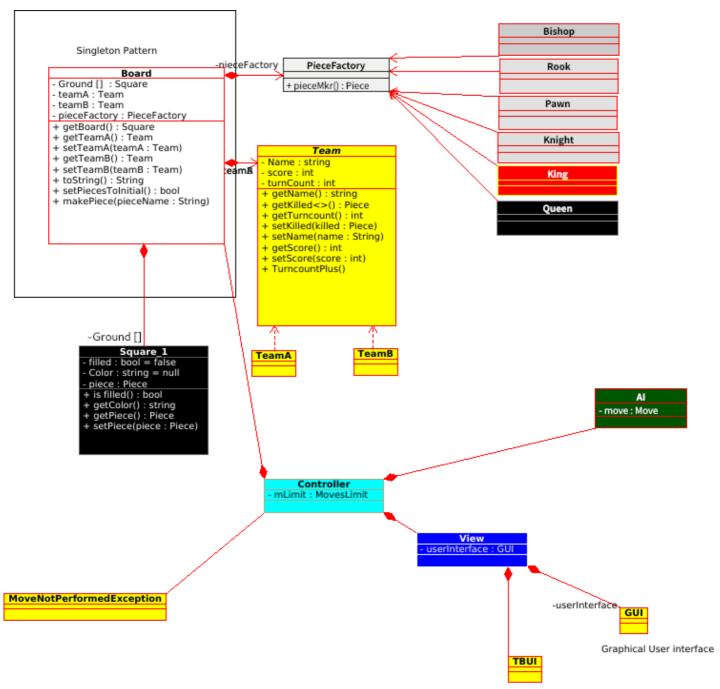| Done	To-Do
#Board - input of team names DONE! -initial positions can be added NO NEED! -- Get enough information a about pygame and start building it ABORTED! - flip baord method and fix working DONE! To string methods for all the classes DONE! #Main - Initiate DONE! -- Connect GUI also DONE! -Connect with Board and use methods DONE! #AI - toStrng no need! - Plan out minimax of chess board SOME! -returns names and teams 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

Time-line:

Task	October	November	December
Main-(10)	-	10%	-
Game-(20)	20%	-	-
GUI-(10)	2%	10%	-
AI-(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

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

Singleton Pattern

Board
- Ground [] : Square
- teamA : Team
- teamB : Team
- pieceFactory : PieceFactory
+ getBoard() : Square
+ getTeamA() : Team
+ setTeamA(teamA : Team)
+ getTeamB() : Team
+ setTeamB(teamB : Team)
+ toString() : String
+ setPiecesToInitial() : bool
+ makePiece(pieceName : String)

-pieceFactory

PieceFactory
+ pieceMkr() : Piece

Bishop

Rook

Pawn

Knight

King

Queen

Team
- Name : string
- score : int
- turnCount : int
+ getName() : string
+ getKilled<>() : Piece
+ getTurncount() : int
+ setKilled(killed : Piece)
+ setName(name : String)
+ getScore() : int
+ setScore(score : int)
+ TurncountPlus()

teamB

TeamA

TeamB

-Ground []

Square_1
- filled : bool = false
- Color : string = null
- piece : Piece
+ is filled() : bool
+ getColor() : string
+ getPiece() : Piece
+ setPiece(piece : Piece)

AI
- move : Move

Controller
- mLimit : MovesLimit

View
- userInterface : GUI

MoveNotPerformedException

GUI

-userInterface

Graphical User interface

TBUI

-Text Based User interface