Timeline

Shell – write out classes, separate files, empty functions, fields - Hayden

Tile class - Nick

Piece class - Nick

Player class – just human - Hayden

**Game**

**Nick**

Constructor, destructor

Setup()

Endgame()

**Display**

Updateboard

Printtextboard

printfinalscore

**Nick**

Move

Ischeck

Ischeckmate

Isstalemate

Upgrade

Setposition