Timeline

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

Tile class – Nick - done

Piece class, and subclasses - Nick

Player class – just human – Hayden – need to finish resign

**Game**

**Hayden**

Constructor, destructor - done

Setup() - done

Endgame() – removed from game, functionality put in main

**Display - done**

Updateboard

Printtextboard

printfinalscore

**Nick**

Move

Ischeck

Ischeckmate

Isstalemate

Upgrade

Setposition