Product Backlog

● GUI

○ Visable Board

○ Visible Kalah pieces

○ Display current # of stones in pit

○ Commands for player to make moves

○ Redraw when player or AI makes a move (changes game state)

○ Command line inputs

○ Graphic board

○ Display winner

○ Welcome display before user starts game

○ Displays message if user wants to quit game before it ends

● AI

○ Min Max tree

○ Take input from game state / kalah backend

○ Return its move to game state / kalah backend

○ Needs to know all possible moves it can make next

○ Chooses best move out of all possible moves

○ Algorithm to decide best moves

○ Keep track of a couple moves ahead in a tree

● Kalah Backend

○ Array that represents game state

○ Can take input from AI and player to update game state

○ Require rules to be met to edit game state / make moves

○ Throws error if the player makes invalid move, has them retry

○ Send updated game state to GUI

○ Receive commands from player input

○ Handle cases as they come ○ END state, when someone wins

○ Have output be compatible with client

○ Can use 2d array to keep track of seeds

● Client - Server interface

○ Function to have the backend talk to a remote server

○ Give program input remotely from client

○ Send GUI to client