17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 1 2 3 4 5 6 7 8 9 10 11 12 # 14

Project Preparation

Project idea brainstorming
Swing checkers research/mockups

Client-Side Game Functionality

Initial board interface

Checkers rules logic Piece movement Board redrawing

Server-Side Game Functionality

Server/client communication research Server/client communication programming Server/client protocol building Interfacing with game

Project Four Additions

Whose turn is it?
Adding King Pieces
Add Skip term button
Win conditions
Various small updates
Beginning and end screens
Bug Fixing

