Product Backlog

1. Game mechanics

* board and game state representation
  + 2D array board[8][8]
  + Board setup()
  + Display()
* Check if a move is valid
* move: once a move is made,
  + update the board (flip tiles color)
  + show next possible moves
* termination condition detection (can any more pieces be placed?)
  + No possible move -> skip turn
  + Board is full -> end game
* undo/redo (10 states)
  + undo stack
  + redo stack
* game result report (win/lose/draw).
  + count tiles

2. Game Server

* allows clients to connect (use telnet)
  + Create socket, bind, listen, accept, send/recv messages.
  + Recv client move
  + Make an AI-move
  + update server board
  + send AI-move to client
  + Shutdown, close.

3. Game AI

* random player
  + pick a random move from available moves
* min-max with limited depth
  + set difficulty levels
  + evaluate moves
* alpha-beta-pruning
* [optional] more advanced game AI, customize evaluation function.

4. GUI client

* allows users to connect to the server using a GUI interface
  + create socket
  + send connect request
  + send a move to server
  + receive response (AI move) from server
  + update client board
  + shutdown, close