

## 1. User Testing Feedback

### Testee 1:

Task	Positives	Possible Improvements
Player Selection	Very distinct buttons, immediately know what button to press for what I am looking for	Consider doing a drop down menu instead of four different buttons for player selection. This will make your UI less clunky
Take Turn	Just like Checker's, I love it!	I can't think of anything, just like the original game!
New Game	Very easy to spot and self explanatory	Can't think of anything to improve it

### Testee 2:

Task	Positives	Possible Improvements
Player Selection	I like how the buttons explain themselves, makes it easy to tell what they do	I think that if you guys made the buttons bigger it would be easier for people to recognize/click them
Take Turn	Very similar to checkers, not many other options would make much sense	Can't think of any way to improve it
New Game	I like this option because it makes it easier to start a new game instead of exiting out all of the way	Maybe, again, change button size to be bigger so it stands out more. Or maybe button color!

## 2. Planned Progress:

1. The playing board with clickable cells for piece movement
2. Buttons to determine who is playing (human vs human, human vs computer, computer vs computer)

## 3. Accomplished:

- Playing board, each cell has a clickable surface, however slots/signals have not been connected yet for cells being clicked to do an action.

- Buttons have been added to UI, however they don't perform any actions.

We accomplished what we had planned on accomplishing. We knew we both had a very busy week, so we made our list from checkpoint 0 a realistic list.

4. Left to complete before final deadline:

1. Add pieces to board. Pieces will move around based on the which cell user clicks on next.
2. Come up with an algorithm for the computer to play checkers.
3. Implement all the buttons

5. Screenshots of where your program is currently at. They don't have to be exhaustive but they should depict the current state of your project running.

