Title: Chess Player

Third Plan - March 3rd

- Task 1 - Description of Chess and the motivation for the project
- Task 2 - Display the empty board
- Task 3 - Add Functionality to the board
- Task 4 - Create Castles and add to board
- Task 5 - Random Moves for Castles
- Task 6 - Create Bishops and add to the board
- Task 7 - Random Moves for Bishops
- Task 8 - Create King and add to the board
- Task 9 - Random Moves for kings
- Task 10 - Create Queen and add to the board
- Task 11 - Create Pawn add to the board
- Task 12 - Random moves for pawns
- Task 13 - Create Knights and add to the board
- Task 14 - Random moves for Knights
- Task 15 - Populate Board with starting positions
- Task 16 - Be able to remove pieces
- Task 17 - Determine "legal" moves
- Task 18 - Game playing interface
- Task 19 - Random chess player
- Task 20 - Implement turochamp evaluation features
- Task 21 - Create minimax player
- Task 22 - Minimax player vs Random player
- Task 23 - Minimax vs Human
- Task 24 - Add alpha-beta pruning
- Task 25 - Discussion of results