Team 15 ✏ 🔒 Private

Product Backlog

multi-threaded

have AI make successive capture moves

create and show help menu

highlight valid moves

Sprint 3 Backlog

▶

check win conditions

count turn number

variable turn limit

check draw conditions

capture pieces and remove them from the board
DONE

time limits

move pieces

draw turn number ⊙

pieces get removed from board when captured

Win and Loss display/page.

variable board sizes

Check win/loss/draw condition

sacrifice moves

client-server class

text parser

make connections

accept connections

command interpreter (change commands from
server lingo to our lingo, vice versa)

move time limits

system integration

pieces can move anywhere when there are no
capture moves available DONE

BM

Sprint 2 Completed Task

Welcome Message and Start Screen	
	KP

create and draw close button	
	KP

Score Display	
	KP

Create and show a "scoreboard" (the amount of pieces each team has left)	
	KP

creation of a minimax tree	
	TL

create game evaluation function	
	R

pieces can only make legal capture moves DONE	
	BM

alpha beta pruning of minimax tree	
	TL

traversing minimax tree (return ideal move)	
	TL

pieces can capture other pieces DONE	
	BM

pieces remaining counter	
	KP

user can move pieces DONE	
	BM