🗔 Team 15 ✏   🔒 Private

Current Sprint

create edges

TL

create max nodes

TL

create min nodes

TL

learn how to evaluate board state

R

Evaluate valid moves

R

▶

create pieces (know their color)

BM

user can move pieces

BM

create game board (2D array)

BM

send board state (2D array)

BM

check that space is empty

BM

draw color coded pieces

KP

draw pieces in position

KP

draw game board

draw game board

KP

create piece images

KP

Backlog

pieces can only make legal capture moves

pieces can move anywhere when there are no capture moves available

pieces can capture other pieces

count turn number

check win conditions

check draw conditions

capture pieces and remove them from the board

Enforces 50 turn limit

create game evaluation function

create min function

create max function

multi-threaded

time limits

draw turn number

create and draw close button

create and show help menu

highlight valid moves

pieces remaining counter

move pieces

pieces get removed from board when captured

pieces get removed from board when captured

Welcome Message and Start Screen

Score Display

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

Win and Loss display/page.

Finished