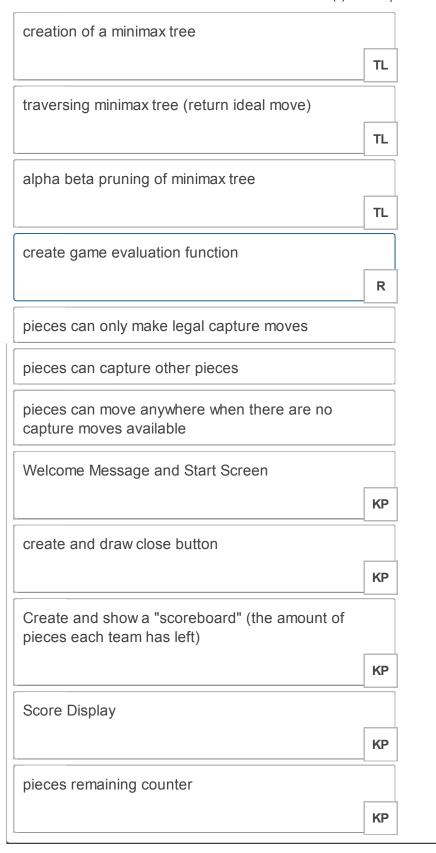


Backlog
count turn number
check win conditions
check draw conditions
capture pieces and remove them from the board
Enforces 50 turn limit
create min function
create max function
multi-threaded
time limits
have Al make successive capture moves
create and show help menu
highlight valid moves
move pieces
draw turn number
pieces get removed from board when captured
Win and Loss display/page.
populate minimax tree with board states

Current Sprint



Finished

create game board (2D array) DONE

