Project Title: AI based Chess Game using Python

Project Schedule

Task	Start Date	End Date	Duration
Drawing the Board	11-Mar	18-Mar	7
Moving the Pieces	18-Mar	25-Mar	7
Undo, Valid & Pawn moves	25-Mar	1-Apr	7
Generating all possible moves	1-Apr	8-Apr	7
Check,checkmate & stalemate	8-Apr	15-Apr	7
Pawn Promotion & en-passant	15-Apr	22-Apr	7
Castling	22-Apr	29-Apr	7
Move animation,reset & game text	29-Apr	6-May	7
Random Move AI,Minmax algorithm recursively	6-May	13-May	7
Nega Max & Alpha-Beta Pruning	13-May	20-May	7
Improvement & Bug fixes	20-May	27-May	7

Gantt Chart