**Timeline: Chess in Python (UI)**

Total time spent: \_\_ hours

# 26/12/2022

## Chess 2.3

### ?:??am to ?:??am (? hours)

1. Started completely fresh to implement UI
2. Used ChatGPT for help on PyQt5 and its methods
3. Can show board
4. Made LegalPawnMovement partially

# 27/12/2022

## Chess 2.4

### ?:??am to ?:??am (? hours)

1. Made Legal movement for all pieces
2. Moving a piece adds to moves\_played
3. Can move pawn and piece
4. Can check
5. Several bugs
6. Still unfinished

# 28/12/2022

## Chess 2.5

### ?:??am to ?:??am (? hours)

1. Fixed legal movement for all pieces and pawn
2. Fixed checking for checks
3. Added en passant
4. Added checkmate
5. Added draw