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

Total time spent: \_\_ hours

# 26/12/2022

## Chess 2.3

### 5pm to 9pm (4 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

### 12pm to 12am (12 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

### 9am to 12am (16 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
6. Completion (?), testing phase tomorrow

# 29/12/2022

## Chess 2.6

### 9am to ?:??pm (?? hours)