Meeting 23

8 May 2018

Attendance

Present

Jan

Markus

Magnus

Mikael

Tom

Aleksander

Viet

Valid absence

Anne Lise

Highlights of the meeting

- Online chess fully implemented

- Bug fixing

- Update documentation to include new functions

To do

- Write remaining documetation

- Fix bugs

Notes taken under meeting

Merging online chess branch into wip branch
Random bugs appeared:
- Pawn can move to all vacant tiles
- King moves weirdly
Mikael found quick fix for pawn bug

Improved GUI:
- Mute button
- AI difficulty under one menu
- Forfeit button