

# Meeting 21

26 April 2018

## **Attendance**

### **Present**

Jan

Markus

Tom

Magnus

Anne Lise

Mikael

Aleksander

Viet

## Highlights of the meeting

- Implementation of code in plenary

## To do

- Make stockfish take care of the moves that needs to be taken

## Notes taken under meeting

Implementation of chess tutor:

- To begin with, choose predefined boards we want included
- Hardcode the required moves to be done
- Game resets if player does a wrong move

Online multiplayer:

- Create online instance