Meeting 17

13 April 2018

Attendance

Present

Markus

Jan

Tom

Magnus

Mikael

Viet

Anne Lise

Aleksander

Highlights of the meeting

- Lots of programming in plenary

To do

- Get a new overview over remaining tasks that needs to be done

Notes taken under meeting

Current progress:
- Castling done
- Pawn promotion done, albeit only able to transform to queen
- Sound is somewhat present
- Highscore database up and running
- Created .jar file for application
- Able to restart game - Check and check mate somewhat working, special edge cases which needs to be looked at further
- AI is not working properly