Project Back log (overall)

* Game inputs are by choosing node
* Has number of pebbles per node on display
* Check for winner
* Display score
* Distance – pebbles = ai basket (for ai move)
* Rules button
* Tutorial (if we have time)
* Whose turn it is (turn based)
* Different ai levels of difficulty
* Timer (for how long you play)
* Manager for ai (for how it moves)
* Behind the scenes of whose winning
* Behind the scenes of how the board looks
* Color of pebbles / representation
* Check if move is valid
* Max – min = expected winrate percentage
* Design the click-spaces for the nodes
* See title intro screen message
* Reset the game
* Resign the game

(20 down)

* New game
* Player vs player mode?
* Max tree used
* Min tree used
* Valid moves
* Evaluate a certain state of the board which will be used in the tree (represent board numerically)
* Alpha-beta pruning
* Enter a move by typing positions instead of using nodes?
* Invalid move response
* Client/server interaction
* Must be in java
* Pie rule
* Randomly choose p1
* Screen says who won
* Credit screen
* Exploring further moves (not immediate)
* Dfs vs bfs
* Move counter
* Hi-score
* Enter Player name for name and for hi-scores
* Hi-score leaderboard.