

## Plan for Iteration 4

- Change saving and loading functions so that they output confirmation to user prior to overwriting a save, now that the features has been implemented. As well, including a prompt should the user attempt to load and save file does not exist.
- Create an AI. Starting simple, with the AI choosing random points. Should we have time after game polish, further extending its complexity.
- Create and polish the main game UI so that the player can properly select pieces, now that all the features such as piece placement, rotation, and flipping are working. Right now we have two separate windows that need to be merged into a single UI.
- Polish the main menu, adding more color and ensuring proper position formatting.
- Create a game over screen, and polish it. Ensure there is a feature to play again, that will loop back to the main menu should the player chooses to change the settings.
- Currently the game does not save game settings, because not all game settings have been implemented. Once created as required, settings will have to be added as a parameter to the save and load functions.
- Add the sprites of each piece into the main game UI once created so that the player can see what piece they are playing.
- Add in-game settings toggle to main game UI once created. This should include at the very least a save option, ideally as well a toggle to enable/disable hints and color blind aid on the fly.
- Have the main game window display whos turn it is as the top of the screen.
- Enable more piece banks to appear on screen during gameplay. At the moment, only a single piece bank appears for testing purposes; allowing the player to select their piece and it's orientation.
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