# Alpha

## New Features

* Terminal control game
* Core game move checking logic
* Enforce rules of checkers game

# Beta

## New Features

* Socket: client and host communication
* Send and receive messages
* Display RC

## Bug Fixes

* Crowning man piece logic
* IsGameOver() logic

# Gamma

## New Features

* GUI display board
* Interactive board for making move
* Handle connection error
* Display game result

## Bug Fixes

* Fixed jump sequences in game

## Known Bugs

* King pieces when crowned will not show on display until the screen is resized manually