**Alpha**

**Features added**

* Menu navigation
* User input validation
* Game board initialization
* Core game move checking logic

**Beta**

**Features added**

* Game board UI
* Sockets: Host and Client connection
* Send and receive messages
* Crowning (Regular piece becoming a King)
* Jump logic
* Game over logic

**Bug Fixes**

* Move checking logic

**Gamma**

**Features add**

* Jump sequences
* Change display of king pieces when crowned (e.g. “x” changed to “X”)
* Display game results

**Bug Fixes**

* Send and receive messages

**Known Bug:**

* Jump sometimes does not delete a piece resulting in the piece is still valid to move.