***Labor Division : Object oriented programming class Final Project***

Nurpeiis:

* Worked on developing the minimax algorithm that was used to implement the AI player part of the checkers game
* Developed fully the classes in the game such as Cell, Game, Board and IOstream in addition to MiniMax.

Ghadeer:

* Worked on developing some rules for the checkers game that were later integrated in the Board and Game classes
* Worked on the general layout of and representation of the board in terminal as well as the Menu Class
* Worked on different Frameworks to get the Graphical User Interface and developing the Display class using C++ libraries such as Open GL, Glut, SFML, and Windows
* Tried integrating JavaScript and Html frameworks but faced many difficulties