Testing notes

Umove not getting rid of counter when you move over opponent’s counter – **fixed**

UAI.minimax not outputting correct board – **fixed**

UMove.checklegalmove not checking if there is counter in first cell – **fixed & screens**

UAI.makemove – when player wins, the board goes silver, probably referencing nil board -

Click on ai checker, it will highlight it and then a legal move is accepted, but you shouldn’t be able to do that in the first place. – **fixed**

Usaveload – load not correctly loading file –

Pcheckers – CheckWin pre-emptively saying winner and letting another move -

Highlight getting stuck when not legal move -

then take /fake/ screenshots for errors and then fix then screenshot!

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Checklist: (probably in priority order)

Reference stuff

Class diagram for in b4 coding