Hey boys, so you’ve all done an amazing job on the project so far, lets try and finish up strong. Here is the list of things we still need to do, if I’ve missed something please add to it. Then we should assign everything out and hopefully be done.

1. Look at the game on a square display like the one in aeorspace(in know kyle wrote a function to calculate for this but we haven’t seen how it looks).
2. The pieces in the piecePanel still do not have lines for me, in fact it actually looks a little worse and im wondering why that is.
3. On all the intro GUI’s the buttons have that weird outline on them if they have been clicked, remove it!
4. Decide what we are doing with the tutorial phase
5. Make the enter(return) key function as a clicker on all the GUI’s other than the main panel
6. Make the rotate and flip buttons have a key listener
7. Do login over the server
8. Send information from database to the client based on login (We already send out a list of names and players colors, so I think we should just add a bunch of information to this string so it sends in format of (username, color, wins, losses, [other stat in database?]) x 4)
9. Have image be loaded based on player’s username when sent out to the client(we won’t send out images just keep all 6 or 7 on everyons page and tell them which ones to load)
10. Get an empty avatar to load for people that don’t have images
11. Make sure that when the game is closed it actually haults the program. In local mode if you play through and then troy’s image pops up after closing it the program still runs with no display up.. (So yeah someone just needs to run through every scenario the user can go through and make sure the client actually stops running. I am pretty sure the server does not crash but we can look at this too.)
12. \*\*Make server and client be runnable jar files that we can send to our friends and just play the game. (Pretty sure server works now but not 100% and this is probably the most important thing) ALSO need to decide on a way to have client set IP, I believe that should be a pop up when someone says play online
14. DONE –STEPHEN(updated in piecePanel class) looks great
15. DONE—STEPHEN(updated in startFrame and aboutWin)

18. DONE - ASHER (its all in the frame class in the middle) also touched imageDrag for separate issue