Roman Matveev

The project is 100% complete with a few bonus additions.

Multiple jumps are allowed. When it is the computer’s turn, it makes one move, sleeps for a second, and then makes a second move if it has an option to take another piece (so it won’t move with a piece on the other side of the board, or *not* take a piece with that move, for example). For the player, likewise you have an option of moving again if there is another piece that can be eaten, and once again the player must take that second option if it is available. To make this easier to recognize, I added a setWindowTitle() to show whether it is your turn, or the computer is thinking.

Kings are marked with a white dot. Otherwise, everything else is vanilla and the AI is random (it will move its piece into danger and won’t *definitely* take a piece if it has the option to).