* Critical
  + Piece Logic
    - ~~Basic Moves~~
    - ~~Pawn promotion~~
    - ~~En passant~~
    - Castling
  + Situations
    - Check alert
    - Checkmate alert
    - Stalemate alert
    - New Game/reset
* High Priority
  + Gameplay
    - Show possible moves option
  + Info
    - Player names
    - ~~Display turn~~
  + Sounds
    - Move sounds (~~move~~, capture, ~~promotion~~, check)
    - New game sounds
    - End game sounds
* Low Priority
  + Info
    - Captured pieces graphic
    - Relative points
    - Match scores
  + Gameplay
    - Option to display attacked squares
    - Revert move option
    - Clocks
    - Promotion Options (as opposed to defaulting to queen)
  + Graphics
    - Make page graphics fully dynamic
* Icing
  + GUI
    - Custom board colors/piece graphics, sounds, themes
    - Flip board between moves option
  + Info
    - Persistent player stats
  + Gameplay
    - Custom Situations
    - Load/Save board states
    - AI
    - Engine