# Submitted to: Mr. Peck

Date: May 1, 2015

Project Overview:

A checkers game that includes an AI and P2P networking.

Project Team:

Tanmay Chordia- Model

Steven Zhang-Jdocs and Junit

Archita Jain- GUI

Challenges:  
Potential bugs, the change of rules when checker become a king, GUI that is easy to understand so any player can understand how to play.

# Major Tasks and Schedule

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| Task | When | Responsible |
| Working Base Model | May 8th,2015 | Tanmay |
| Basic outline and Frame of GUI | May 8th, 2015 | Archita |
| Junits and Jdocs for basic functions | May 8th, 2015 | Steven |
| Running Model with limited bugs | May 15th, 2015 | Tanmay |
| Junits and Jdocs working for most functions | May 15th,2015 | Steven |
| Working GUI | May 15th, 2015 | Archita |
| Junits complete | May 22nd, 2015 | Steven |
| Working Model | May 22nd, 2015 | Tanmay |
| User-friend GUI | May 22nd, 2015 | Archita |