

03-25-19

10:40 - 10:50am | in-lab meeting

- A quick rundown of what is expected from the project.
- Let us focus on the GUI first and then implement functions later to make the game
- As of right now, we have the check-board pattern running. We need to add in the images for each playing piece.

03-27-19

11:05 - 11:15am | in-lab meeting

- Quick update on GUI progress
- Added a timer and still trying to integrate it into the board
- Start thinking about the AI part, how to fix board to make it work with future functions

03-29-19

11:05 - 11:15am | online chat

- GUI for chessboard looks great.
- Timer fully integrated into the board
- Some road bumps in moving chess pieces - fixing it right now

03-31-19

4:30 - 4:45 pm | EDC Zach Building

- Assessed in what needed to be fixed from sprint 1 given the new changes
- Discussed what is expected out of the rest of the time of the project to get things completed
- Split tasks among members for this part of the sprint
- Retrospective for sprint 1

04-01-19

10:30 - 10:40 | in-lab meeting

- Got a lot done yesterday
- Able to store data (coordinates) of each piece in a list
- Now using coordinates to generate valid moves
- Able to lock the other player's pieces
- User able to choose what color they want to play

04-03-19

10:41 - 10:49 | in-lab meeting

- Timer now correlated with the plays
- Locked/restricted moves for pawns
 - Need to check if this is necessary
- Pieces in general not allowed to move off the board
- Fixing up on capturing a piece

04-07-19

4:45 - 5:00 | ZACH building

- GUI starting to be a problem - roadblock for other AI/client-server development
- Need to perfect checkmate
 - Fully clean up board state, valid moves, a full tree structure for board states
- AI
 - The tree structure for board states, alpha-beta pruning
 - Heuristic (points) for each board state
- Need to use a version of chess without the GUI for the client-server
 - Get input from the server/client rather than the user clicks.

04-08-19

10:35-10:40 | in-lab meeting

- Worked on checkmate - still needs a little bit more debugging.
 - The code is there for the function.
- Tried a little bit of client-server stuff to get the ball rolling.

04-10-19

10:45 - 10:55 | in-lab meeting

- Still working on the AI implementation
- A long way to go

04-14-19

5:30 - 5:45 | Zach Building

- Need lots of time to work on the project since busy with other school work.
- Mostly debugging for moves
- Client-Server needs a lot of work still but shouldn't be too bad