CS 242 Final Project Proposal
Ben Blaisdell
Blaisde2

WEEK 1:
Fully write game logic (model) and basic controller and view in javax.swing as part of an MVC for the board game Quarto.

WEEK 2:
Fully complete all design, menu, and layout aspects of the view and research / code an efficient way to compress and generalize board states and link each state to a utility value.

WEEK 3:
Add networking. Play with a friend over the internet.

WEEK 4:
Add a single player option to play against an AI opponent. Explore efficient ways to decide good moves. Possible variable levels of skill for the AI player.