Roadmap

The roadmap is used to plan out features for each tagged version of the game. Git tags will be used as well so a simple [git checkout tags/v0.1.0] can be used to check what the code was like at a certain point.

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# V0.1.0

This version should have the raw foundation of the game, including the GUI for the player, the class to represent a game board, and the movement tree.

Goals:

* Have a class to represent the game board
* Have a basic controller class setup for the Player (AI will come later) to interact with the board via a GUI
* The GUI should at the moment, only bother displaying the game board, as well as who’s turn it is
* The game board class should have the basic game rules implemented (can only place pieces on empty spaces. Game is won if 3 pieces are in a row, etc.)
* Have a way to hash the game board
* Have a way to represent a tree of moves (the Node class and the MoveTree class provide this)
* Have a way to calculate the statistically best path of moves to make (Average.statisticallyBest sorts this out, I know it’s a bit strange to have this before working on the AI, but I just needed it out the way)

## V0.0.1

Achieved:

* Have a way to hash the game board
* Have a way to represent a tree of moves
* Have a way to calculate the statistically best path to make
* Included this document