Milestones for SnD project.

**1. Mockup/Planning**

a. Description- to develop a sketch up of the GUI layout, including button layout and functionality.

b. List of tasks to accomplish-identify the "i wants" or "i needs" from the operator, game client, game server to make sure that all functionality of our program is laid out.

c. Objectives-to have a complete GUI mock up. Develop screen shots of GUI.

d. Test

i. Tests to Perform- None

ii. Acceptance Criteria- Team Concurrence.

e. Definition of Done- Team Concurrence of GUI and image capture

f. User Stories- GameServer, GameClient, Operator, Magistrate, Twitter.

**2. Command Line**

a. Description- to develop a command line interface for the user.

b. List of tasks to accomplish- code the button on the interface to properly switch between GUI a command line interface. Have a way in the command line interface to get back to the GUI. Develop instruction on how to actually use command line interface.

c. Objectives- to have a working command line interface that switches perfectly between the GUI and the command line interface.

d. Tests

i. Tests to perform- will attempt to switch from GUI to command line and perform functions such as reading in target file. We will check the result to make sure the command line interface is working properly and switch back to the GUI. We will then perform some task on the GUI and switch back to the command line to make sure that it can transition between interfaces properly.

ii. Acceptance Criteria- once team is conformed to a proper switch between GUI and command line interface.

e. Definition of Done- team concurrence and a working command line interface.

f. User Stories-GameServer, GameClient

**3. GUI**

a. Description- develop a GUI for the turret SnD program.

b. List of tasks to accomplish- agree on proper button placement or layout for the GUI. Establish a framework of what will happen with the press of each button. Program the GUI to properly take in user data and function without flaw. Make sure that the GUI can transition to the command line interface.

c. Objectives- to have a functioning GUI with every button and display doing its intended function.

d. Tests

i. Tests to perform- will run a mock simulation and receive input to make changes or leave everything the same. This will include making sure the data displayed on the GUI is kept up to speed such as a hit or miss, keeping score, and amount of ammo left.

ii. Acceptance Criteria-team concurrence and satisfaction with feedback from simulation.

e. Definition of Done-team concurrence and a working GUI.

f. User Stories- GameServer, GameClient, Twitter

**4. Architectural Design**

a. Description-establish a flow of design for the GUI.

b. List of tasks to accomplish-think of what if scenarios and plan accordingly. Write down the perfect game and how it would go around happening from the bringing up of the application.

c. Objectives- have a properly set up architectural design.

d. Tests

i. Tests to perform-run mock scenarios of the turret in action under different conditions.

ii. Acceptance Criteria-team concurrence and a written walkthrough of a proper game.

e. Definition of Done- team concurrence and a written walkthrough of a proper game.

f. User Stories-GameServer, GameClient, Operator, Magistrate, Twitter.

**5. Imaging/Game Integration**

a. Description-establish the meet the prerequisite video feed requirement.

b. List of tasks to accomplish-establish a video feed that is working properly with the GUI. Identify the needs for automatic image recognition. Identify how the program will use the camera to identify the targets.

c. Objectives-have a functioning video feed to GUI scenario and properly uses the camera to have the turret automatically target the enemies.

d. Tests

i. Tests to perform-run friendlies vs. enemies mock turret scenario. Run a 5 minute video feed to the GUI.

ii. Acceptance Criteria-team concurrence and a proper 5 minute video feed to GUI. Also with the automatic turret game have three out of the four missiles make contact.

e. Definition of Done-team concurrence, successful video feed, and a 75% accuracy with the automated turret.

f. User Stories-GameServer, GameClient.

**6. Competition**

a. Description-establish that we meet the requirements for a successful competition.

b. List of tasks to accomplish- perform a mock competition with careful attention to what might go wrong. Identify any bugs that may arise which we have not taken into consideration earlier.

c. Objectives- run a simulation of the competition and record our results. Adjust any components to establish better competition results.

d. Tests

i. Tests to perform-simulation of the competition.

ii. Acceptance Criteria-team concurrence and a high score according to competition standards.

e. Definition of Done-team concurrence and a high hit/shots fired ratio.

f. User Stories-GameServer, GameClient, Operator, Magistrate, Twitter