

To: Software Development Instructors
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Subject: Fish Game Milestones

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Milestone 1 - Fish Game

The first milestone in this project will be the development of the Fish game itself. This will be a playable demo of the game that will allow investors to interact with the game (on a single computer). For this demo we will need the Fish game component to be fully completed. There might still be bugs in the gameplay, but it should not break to the point of making the game unplayable.

Milestone 2 - Fish Game Network

Next, we will demonstrate the networking aspect of a single game of Fish. When demoing to the investors, we will have one computer responsible for running the game server and pass other computers to everyone in the meeting to connect and play online. For this demo, we will need to have the networking components finished so that data can be sent to and from the server. This demo will also require account creation services to be set up.

Milestone 3 - Tournament Structure

Third, we will present the tournament structure and backend capabilities for the investors. This will be the most technical of all demos. Here, we hope to present the tournament as we have implemented it and solicit feedback from investors before implementing the final version. This will require having the tournament subsystem completed with rudimentary logging ready for demonstration and showing what is going on.

Milestone 4 - Tournament Completion

Similar to the second demo, this milestone will allow the investors to get a hands on feel for how the tournaments will work. Once again, we will pass out computers to each of the investors and allow them to sign up and participate in a tournament held in-house. The tournament matchmaking and flow should run smoothly. This should be a close replica to what the final user-experience will be.

Milestone 5 - Payment and Money Handling

This demo will largely be handled by another team. We expect the payment team to start working on this after the completion of milestone 2 and be finished by the completion of milestone 4. This demo will integrate the payment processing and distribution to the tournament setup.

Milestone 6 - Tournament Monitoring

Finally, we will demo the tournament monitoring software built for real-time monitoring of ongoing tournaments. We will run a fake tournament and demo the monitoring UI (viewing ongoing games, see signup statistics, etc.). Once this software is approved, we will be ready to move forward with the launch of Fish Game.