

Week 5:

Game turn phases partially implemented. This includes properly cycling through reinforce, attack, and fortify phases, and providing associated buttons or GUI changes to support them. Note that none of these other features need to be completed, just in place for later milestones.

Week 6:

Fortify phase implemented in its entirety. Each player should be able to move troops from one of his or her own territories to another territory that player owns, as long as the two territories are adjacent or connected by more territories that player owns.

Week 7:

Reinforce phase implemented fully, as well as cards implemented as fully as possible. This means having each card distinguishable from one another on a low-level basis, such that the program can recognize when sets are present to then allow for certain actions to follow.

Week 8:

Attacking phase working. A player shall be able to select a territory they own, and then select an adjacent enemy-owned territory to attack. The player must have at least two troops on the chosen attacking territory to actually attack. Die rolls will be simulated.

Week 9:

Initialization and ending statistics pages fully implemented so a user can choose number of players to initialize the game with and when the game finishes the user is brought to a screen displaying the winner and the stats of the game.

Week 10:

Finalize/bug fix any features remaining and merge previous milestones' progress.. At this stage, the game should be mostly playable, with only a few minor bugs still present, if any.