* 2-15 initial proposal doc
* 2-26 revised proposal
* 3-2 midterm
* 3-21 status report (with MINIMUM viable system)
* 4-20 - 4-25 final presentation
* 4-29 final project report due
* 5-4 Final Exam
* Build iterations
  + Build 1
    - Desktop to desktop, basic networking from unity to flask
    - Just connect
  + Buid 2
* Game
  + Player connects
    - Server sends ids of initial cards, id of situation card, user names and profile pic ids
    - Client sends profile name and id to server
    - Server sends new player info to other players
  + Intial
    - Server selects situation card and sends string and id to players
    - Players view card
  + Play phase
    - Players select card to play, sends id to server
    - Server collects ids
  + Display phase
    - Server sends player submissions to other players,
  + Vote
    - Players vote for cards, sends id to server
    - Server counts votes
  + Winner
    - Server sends id of winning player(s)
  + Repeat?
    - Checks if winning condition met,
    - Ends game if yes
    - Sends new card if neccisary to player hands
  + Score screen
    - Displays player info, how many points,
* **MINIMUM** viable Product *(due 3/21)*
  + Client opens to Main Menu (Start Game, Exit app)
  + select “Start Game” --> connects to server
  + client given default “Profile”
  + Client plays single game with AI opponents
    - game ends when someone gets to 10 points
    - No game-time limit (? maybe server side as failsafe termination ?)
    - no turn-time limit (? maybe server side as failsafe termination ?)
  + Game ends, client returns to Main Menu
* Minimum **RELEASE** product *(due with final report, 4/29)*
  + Single game mode
    - Classic play, replenishing cards, voting system, point threshold
  + Options
    - Basic music/sound effects(winning, play card) turn on off
  + Basic music
  + Basic sound effects
  + Minimal sprites
    - Not very fancy, just gets the point across
    - Player icons,
    - Background
    - Intro screen
    - Menu
    - Log in screen (choose user name)
  + Menu
    - Start game
    - Options
    - Exit game
    - Magic(crash app)
  + Game
    - Minimum of 3 players (kicks lobby if not)
    - Maximum f 6
    - Predefined hand size
    - Predefined win condition
    - No chat
    - Someone doesn’t participate for X turns is kicked(2 turns?)
  + Server
    - Multiple instances of game lobby
    - Should be able to connect to clients
    - Load all cards playable.
    - Sends client string and int for cards
    - Manages card distribution
  + Client
    - Choose user name and icon
    - Have save user name and icon
    - Can get cards from server
    - Can display
    - Sends card index to server to play cards
* Additional Features *(likely not implemented by the end of April)*
  + Chat
  + Multiple game modes
    - Elimination game mode (if your card isn’t chosen you don’t get another card, last man standing wins)
    - old maid(your card is chosen you don’t get a cad, first to run out wins)
    - blank only(type your own cards)
    - old king (one player is king, doesn’t play card but is only one to vote, first is randomly chosen, then it’s the previous winner)
  + game options
    - game length physical timer?
    - hand size
    - turn length
    - point threshold
    - discard/get new card possibility
    - create custom game modes from modular options
  + visual
    - animated sprites?
  + Tutorial
    - Notes in game
    - Interactive tutorial, how to play
  + Easter eggs