

To: CS4500 Course Staff
From: Julian Hirn and Joshua Rosenberg
Subject: Milestones for Project
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#1 Basic User interface

Having a button to start a game. Pressing the button shows the Fish game. Users can place down penguins but nothing more. Game is not yet at a playable state. Another button to stop showing the game, shows "game over" instead.

> New: *MoveMaker, GameUI, GameOverUI*

#2 Server that accepts user connections

Multiple users can be connected and make arbitrary moves that are not validated but appear on the screens of all the players.

> New: *ClientCommunicator, ServerCommunicator, CertainMoveMaker, StateHolder, MoveMaker*

#3 Write server side validation of moves

Server makes sure that all the moves made by a player are valid. Enforces that turns are taken in order.

> New: *Referee*. Updated: *CertainMoveMaker*

#4 Adding support for plug in protocol, implement a simple AI

Hackers can write their own AI to pick what move to make next.

> New: *HackerInterface*, Updated: *ServerCommunicator, GameUI*

#5 Signing up for tournaments, brackets

Users can register for tournaments, and see the games they are placed into

> New: *TournamentUI, RegistrationUI*, Updated: *ServerCommunicator, ClientCommunicator*

#6 Seeing scoreboards, player statistics on the user interface

Allow users to see game scores, tournament rankings, and other statistics

> New: *Leaderboard*, Updated: *GameUI, GameOverUI, ServerCommunicator, ClientCommunicator*

#7 Integrating third party payment solution

Allow users to see the prize money for a tournament, allow it to be paid out when a tournament is won, and allow users to put money in the pot when registering for a tournament.

> New: *PaymentHandler*, Updated: *Tournament UI, ClientCommunicator, ServerCommunicator*