SWOC 2017 – Planning

In this document, some milestones are defined. While -at the time of writing- October 27th seems far away, but with the limited number of hours available for implementation it is not really that far. Every component owner is expected to make a work breakdown for himself in order to make these milestones.

# Component owners

These are the people responsible for the different components. Please note, that being responsible does not mean that this is all you should work on. Help out wherever you like and be sure to ask for help if you need it. Have fun.

* MacroVisualization: Jesper
* MacroGame: Ferdinand
* MicroVisualization: Arjan
* MicroGame: Robbert-Jan
* WebEnd: Michael

# Milestone 1: Hello world – **April 12th**

The idea of the first milestone is to create a bare-bones version of every component and lay out the communication channels.

The WebEnd should be able to start a MacroGame. If necessary, manual placement of scripts somewhere is fine.

The MacroGame should be able to take such a script, start it, and have it execute some function on the its API. It should also be able to start a MicroGame. It should also produce a game file that the MacroVisualization can use. (One type of script is fine for now)

MacroVisualization should be able to take such a game file and use it to display something.

The MicroGame should be able to take a script, start it, and have it execute some function on its API. It should also produce a game file that MicroVisualization can use. (One type of script is fine for now.) It should be able to provide the MacroGame with some feedback.

MicroVisualization should be able to take such a game file and use it to display something.

We should be able to demo this milestone with the press of a button in the WebEnd starting a game, producing two output files that the different visualization components can show.

# Milestone 2: APIs and communication clear+basic gameplay possible – **May 24th**

The idea of the second milestone is that the APIs and communication between components is clear, and that basic gameplay is possible.

The WebEnd should be able to start a MacroGame. It should be able to allow users to create an account and upload a Macro and a Micro script, which will be put into the right place for Mi/acroGame to use.

The MacroGame should be able to take all scripts of contestants and execute them. It should allow them to talk to its API to provide basic gameplay. It should provide the MacroVisualization with a file in a way that it can visualize the game state at every step. It should be able to start a MicroGame, providing it with information about the battle.

MacroVisualization should be able to take such a game file and use it to display the basic gameplay.

The MicroGame should be able to take all scripts of contestants and execute them. It should allow them to talk to its API to provide basic gameplay. It should provide the MicroVisualization with a file in a way that it can visualize the game state at every step. It should be able to provide the MicroGame with the result of the battle.

MicroVisualization should be able to take such a game file and use it to display the basic gameplay.

We should be able to demo the milestone by making a few accounts, uploading scripts for them, starting a game, producing some game files and visualizing them.

# Milestone 3: Finished gameplay. Only stabilization, polishing and bonus features left to do – **July 5th**

All of the above, but full gameplay. At this point, the game should be ready for use during SWOC. Further time spent on development should be spent on making sure that the implementation is stable and robust. Polishing of graphics and balancing of gameplay parameters can really make the challenge much more enjoyable and deserve their attention after this milestone. If there is still time for desired extra features, that should be fine.