Milestones:

Create Games (April 21):

Update Game API - Support variable players/controllers (Connor)

Controller Prototypes (Connor)

Develop a Game (Jared, Matthew, Chris)

Fix/Improve Website (April 7):

Create Hosting Capability (Chris)

Update Game List Menu (Jared)

Deploy Go on Google app engine (Chris) (April 7)

Test Website (April 21):

Test Lobby Creation (All)

Test Each Game Created (All)

Risks:

The games cannot be finalized until the Game API is ready.

The testing cannot be done until the games are finalized and the hosting is ready.