Milestones:

(Connor)

Game API Update: Support variable players – April 3

Support variable controllers – April 3

Controller Prototypes – April 3

(Matthew)

Develop a Game - April 7

Port to C++

(Jared)

Fix Website

(Chris)

Create Host Button – 2:48 3/21

Develop a Game

Deploy Go on Google app engine

ALL

Test games and lobbies