To: Matthias Felleisen

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Subject: Milestones

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- Create a randomized board state in the model and a view that can receive and showcase that model
  - a. Demo consists of a non-functional visualization of the board state using an early implementation of the view and the model
- 2. Implement ability to play a round, consisting of the ability to update the board state with a given move
  - a. Demo consists of a partially-functional visualization of the board state that can be interacted with from the command line given simple moves.
- Implement data integrity in the model, such that the model will reject a move made by the wrong player, or an impossible move. Also implement interactibility from a local GUI.
  - a. Demo consists of playing the game locally and interacting via GUI.
- Implement communication functionality, ability to transmit and receive JSON objects over TCP connections.
  - a. Game can be played remotely through the command line.
- 5. Polished and Productionized game, can be played by multiple players on different systems and has a fully functional local demo GUI.
  - a. Finalized API for hackers to code against. Example hacker implementation available for demo.