

We will develop our components in this order, after defining our data types, component interfaces, and communication protocols. This generally follows a bottom-up strategy.

- Fish Model, Fish View
- Game Runner, Manual Player
- Tournament Manager
- Sign-Up Server

#### Milestones

Developed	Demonstration
Fish Model, Fish View	show Fish Model game states in Fish View; make moves and show game state changes
Game Runner, Manual Player	show the Game Runner playing a game through Fish View; play the game with two computers over the internet using the Manual Player
Tournament Manager	show the tournament bracket and progression as the games are played using some textual visualization
Sign-Up Server	show server log messages of computers signing up for tournaments over the internet as they sign up; show a visualization of a tournament created with the entrants
Complete Integration	show the entire process of signing up, participating in a tournament, playing the game, and completing in the tournament