

To: Professor Matthias
From: Andre Dangi & Anne Wesley
Subject: Milestones for Fish game
Date: Sept. 25, 2020

Milestone 1: Develop the hexagon board and the ability to render it. This stage can be demoed and requires the components: "Initialize Hexagon Board" and "Render Board"

Milestone 2: Develop the game systems to initialize the board and enable players to set their penguins down. This stage can be demoed and requires: "Initialize Hexagon Board", "Render Board", "Place Penguins", and "Create Player Queue".

Milestone 3: Develop the game systems that progress the game and help it reach the 'victory conditions to end the game'. This stage can be demoed and requires: "Initialize Hexagon Board", "Render Board", "Place Penguins", "Create Player Queue", "Remaining moves", "Remove Tile", and "Move To".

Milestone 4: Develop the online capabilities of the game to enable online players with profiles they can login to. This stage can be demoed and requires: "Initialize Hexagon Board", "Render Board", "Place Penguins", "Create Player Queue", "Remaining moves", "Remove Tile", "Move To", "Log In/Sign up", "Edit Account", and "Connect TCP".