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| Event ID | Title | Result | Date | Dependencies |
| M1 | Requirements document | Complete requirements document | 11/07/11 |  |
| M2 | Board with automatic and manual movement | Grid system implemented with path and user directed movements in the turn system | 12/30/11 |  |
| M3 | Resource management | Experience and gold gaining and management added | 01/07/12 | M2 |
| M4 | Design document | Complete design document | 01/14/12 |  |
| M5 | Collision detection | Units collide and die as expected when turns play out | 01/15/12 | M3 |
| M6 | Single machine multiplayer | Two players on one machine | 01/30/12 | M2, M3, M5 |
| M7 | Networking | Connect multiple machines and send info back and forth | 02/14/12 |  |
| M8 | Networked multiplayer | Multiplayer game complete | 02/21/12 | M2, M3, M5, M6, M7 |
| M9 | AI | Bot controlled player finished | 02/30/12 | M2, M3, M5 |
| M10 | Saving/Loading | Game can save and load states | 03/07/12 | M2, M3, M5, M9, M10 |
| M11 | Map generation | Make the map dynamic and varied | 03/14/12 | M2, M3 |
| M12 | Upgrades | Upgrade trees and upgrade abilities implemented | 03/14/12 | M2, M3, M5 |
| M13 | Graphics | All map effects, offensive and defensive units, and attacks will be animated | 04/09/12 | Can be done to each piece as completed |