|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Event ID | Title | Result | Date | Dependencies |
| D1 | Requirement document | Client shown requirement document | 11/07/11 | M1 |
| D2 | Design document | Client shown design document | 01/14/12 | M4 |
| D3 | Board | Client is show board layout with moveable offense and defense and collisions | 01/07/12 | M2, M3, M5 |
| D4 | Multiplayer | Client is show full functioning multiplayer game | 02/21/12 | M2, M3, M5, M6, M7, M8 |
| D5 | Game complete without graphics | Client is shown full game with only animations missing | 03/14/12 | M2, M3, M5, M6, M7, M8, M9, M10, M11, M12 |
| D6 | Game done | Everything is finished completely | 04/09/12 | M2, M3, M5, M6, M7, M8, M9, M10, M11, M12, M13 |