**Milestones**

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Our software delivery will consist of two release versions. The first release version will consist of a working prototype to show investors. For this release the most important component is the view layer, as the investors and beta users will only have knowledge of how to interact with a basic interface. They will have no knowledge of building AI players, so we can define these AI players in the software itself, with no connection protocol necessary. The ultimate goal of this step is to have all the elements that make up a simple functioning tournament game including:

- The board, tiles, game pieces
- Defined rules and validations for moves and actions
- An interface for player interaction with the board along with an example implementation
- An interface for the referee and an implementation
- The tournament manager

The second release will be the finished, playable version of the game. To allow users to connect and play the game, we will build out the communication layer for synchronous game play across multiple users and players. In this release we will split up the previously all-in-one application into different services. To do so we will separate the player-software interaction into the various API endpoints defined in the system description (tournament API, play API, prize service), building off of the same interfaces defined in the previous milestone. We will also define an example player which can interact with these APIs and play the game, demonstrated via an implemented view. Because we will be allowing users to create their own AI players instead of using our own pre-defined players, we will need to define correct user behavior and how to handle malicious players. Apart from implementations of a payment service, which will be handled elsewhere, this will be a fully functioning product up to spec.