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Milestone 1

I am creating a mobile game, which will have local leaderboards for the various dining halls around grounds, so that a player can be the King of O'Hill at Breakfast, for example. So far, I have created a custom web service using Django, hosted through Heroku. Because I am using a free Heroku account, the service goes to "sleep" after a period without use, so it may require a couple runs of the app to get the service to "wake up" again and produce output. As for the app, I have created three screens: main menu, game, and leaderboards. The game scene currently displays the default game created by Xcode, but the leaderboards scene displays output from my web service.