The Plan

Iteration 1

Leaderboard and matchmaking system:

The system will be divided into 4 key components:

- General Stats (wins/loses/ties, games played...) and Game-Specific stats (mmr logic and specific game analysis)
- Matchmaking system (mmr based, player starts the queue and another player closest to their skill level will be paired with them, unless they played before and had bad experience with one another)
- Ranking system (stored as enums for each rank)
- Leaderboard system (CSV-based database, could be used for representing ranks of all players and stats those that are in the same game)

Week	Task
Week 1	Define use cases, finalize system structure
Week 2	Complete class diagrams and finalize data models
Week 3	Implement core classes (GeneralStats and GameStats)
Week 4	Implement MatchmakingSystem and LeaderboardManager
Week 5	Conduct unit tests
Week 6	Final debugging & documentation

Networking system:

-The main idea for networking is to connect players to the game servers, that is to the multiplayer platform

Week	Task
Week 1	Define use cases
Week 2	Class diagram
Week 3	Design styles for methods, functions and classes
Week 4	Reevaluate structure of network classes
Week 5	Finalize classes and their implementation
Week 6	JUnit testing