

Project 3/4 Backlog

- Set up server **M** **DONE**
- HTML/CSS UI mockup **S** **DONE**
- Allow client interaction with server **S** **DONE**
- Implement tic-tac-toe game **M** **DONE**
- Chatroom **S** **DONE**
- Redesign UI **M** **DONE**
- User login **M** **DONE**
- Main lobby/multiple games **L** **DONE**
- Implement Kirby's Avalanche/Puyo Puyo game **L** **DONE**

Prototype Backlog

- Research server options **M** **DONE**
- Set up server sockets **M** **DONE**
- HTML/CSS UI mockup **S** **DONE**
- Allow client interaction with server **S** **DONE**
- Game graphics **S** **DONE**
- Game engine server side **M** **DONE**
- Implement game mechanics **M** **DONE**
- Chatroom **S** **DONE**

Full Build Backlog

- Research graphics options **S** **DONE**
- Research server performance **S** **DONE**
- Design UI for lobby system **S** **DONE**
- New UI mockup **M** **DONE**
- Port designs into Angular2 **M** **DONE**
- Improve server performance **M** **DONE**
- Decide on a new game **S** **DONE**
- Refactor backend to handle lobby system **L** **DONE**
- User login server side **M** **DONE**
- User login client side **M** **DONE**
- Allow forking of backend processes **L** **DONE**
- Main lobby server side **M** **DONE**
- Main lobby client side **M** **DONE**
- User can create and connect to a game **S** **DONE**
- Game graphics **S** **DONE**
- Game engine server side **L** **DONE**
- Game menu client side **L** **DONE**

Future Iterations Backlog

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|-------------------------------------|------|-----|
| • Create leaderboard | S | TBD |
| • Private messaging between players | S | TBD |
| • Personal user profiles | L | TBD |
| • Matchmaking system | L | TBD |
| • Custom game settings | M | TBD |
| • Multiple games to choose from | L-XL | TBD |
| • Page to view server performance | M | TBD |
| • Analytics to track usage | M | TBD |
| • Mobile-friendly version | L | TBD |
| • Advertisement system | L | TBD |
| • Microtransaction/premium service | L | TBD |