

In this memo, we propose a series of milestones for Dot Game's new Fish game. We planned these milestones with the user in mind, so each milestone will have an accompanying demo with it, to show off the value it creates for Dot Game. We also attempted to plan the milestones evenly, so that the amount of work each requires will be about the same for each milestone. This will allow us to maintain a consistent cadence of demos in order to keep our game top-of-mind for investors.

Milestone 1: A rudimentary game program is created. It accepts player input and updates the current game state from that input. Although this milestone is primarily functionality-focused, it will show a basic but understandable description of the state of the game in the terminal. This allows the company to demonstrate the functionality of the game early to pique the interest of potential investors as soon as possible.

Milestone 2: The game can now be played to completion and allows clients to connect over the network to play. This demo should show that the game is capable of being played in our highly-distributed world.

Milestone 3: Clients can now play the game with a pretty GUI instead of an ugly terminal. Investors may wish to provide feedback on the game's visual style or user experience.

Milestone 4: Tournaments can be organized and played by multiple players. Players will compete to earn prizes and street cred. This demo shows the main value proposition of the game; these tournaments will attract tons of programmers who want to showcase their skills, each of whom will pay an enormous entry fee. When this milestone is reached, the game is functionally complete and will enter Beta. After the game undergoes final testing and bug fixing, it will be released to a wider audience.