Last fall, the Military and Strategic Studies Department had a team of cadets developing a strategic wargame for the new MSS 251 <ADD COURSE TITLE HERE> course. They made a board game with 3D printed pieces and a typed-up rule book. The board game worked well for the test sections in Spring 2019, but they needed a more scalable platform to support the 27 live sections for the next Fall, so they contacted the Department of Computer and Cyber Sciences. Cadet First Class Jack Kulp began development of a browser-based version of the board game in Spring 2018, and C1C Spencer Adolph joined over the summer to help develop the game further. Now as a Software Engineering capstone project, four First Class Computer Science majors are developing this game using HTML, JavaScript, and CSS with PHP connections to a MySQL server. Their web-based software can now handle multiple games per section, and automatically tracks the play of each game using their database. MSS 251 cadets will be able to drag pieces around the board and initiate combat with a few clicks. The game will have the same phases and turns as the board game. We plan to have a fully playable version for a Lesson 30 deployment in the MSS 251 course in the Fall of 2018.