**Project Deliverables**

**February 17, 2016**

The Game Display Module framework will have been laid out. The Game Display Module will be able to display a map.

**February 24, 2016**

Our Project Description form for the Capstone Conference will also have been completed and turned in by this date.

**March 2, 2016**

The Game Display Module will be able to display animations and notifications.

**March 16, 2016**

The Game Display Module will be able to receive game state information from the server.

**March 23, 2016**

The Game Display Module will have playback mode functionality. The user will be able to select the game they wish to view and the Game Display Module can display the game in its entirety using game states presented to it. Playback mode will have fast-forward, rewind, play, and pause capabilities.

**March 30, 2016**

The Testing Mode Controller will be able to accept input from the user in testing mode. The user will be able to enter a command and have testing mode function with these commands.

**April 6, 2016**

The Testing Mode Controller will be able to send commands to the server.

We will have set up the framework allowing the server and controller to communicate through passing of messages between the two.

**April 13, 2016**

Our team will begin work on the Game Challenge for our project. We will deliver a prototype Game Challenge.

**April 20, 2016**

Our team’s Game Challenge will be completed for this milestone. This challenge will be uploaded to the server and be available to be selected for use in a Bot!Battle! Game.

**April 27, 2017**

The promotional website will be completed by this date. This will include a video giving an overview of our system, a page that has a link to the Bot!Battle! web application, support page that includes documentation and “How To” videos, system documentation page, and an about page for all team members.

**May 6, 2016**

On this date, we will be giving a presentation about our system. Preparation for this presentation will be completed by this date.