**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 board when it is given a game state.

**February 24, 2016**

The Game Display Module will be able to display animations on the bots as well as notifications.

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 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 16, 2016**

The client 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.

**March 23, 2016**

The server will be able to access the database to retrieve selected bots as well as retrieving game states for playback mode.

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

**March 30, 2016**

Bot!Battle! will be able to run testing mode. This includes being able to use a client-side bot and a server-side bot as the selected bot.

**April 6, 2016**

The server will be able to validate a bot that has already been uploaded to the server. It will test if a bot can correctly compile as well as verify that the bot isn’t attempting to do any malicious activity to the game structure.

**April 13, 2016**

The server will be able to run a complete game in all of the provided modes (Playback, challenge, and testing arena). It will allow full use to the user in the web application.

**April 20, 2016**

Our team’s java bot challenge will be completed for this milestone. This bot will be uploaded to the server and be available to be selected as a bot to 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.