Milestone A:

1. We will first construct a basic model structure for the Fish game. The main components that need to be created are the board, players, penguin and tile. We will disregard rules, logic and constraints such as whose turn it is right now, the current state of the game (either in the midst of playing or has ended) and if there is a winner for now.
2. We will also need to complete the View components such as GraphicsView and Panel.

Purpose: This is so we can create a basic view that we are able to show the CEO and investors and let them have a basic idea of what the game looks like. We will be able to get feedback from the investors regarding the visuals and make appropriate changes to the visuals if necessary.

Milestone B

1. We will construct the controller for the game. We will need to determine how the 'AI' will interact with the game in order to modify the model appropriately depending on the command given. We can also test the interaction by giving the game commands.
2. We will also refine the view components to allow interaction between the player and the game, depending on how we choose to allow the 'AI' to interact with the view and also create the listeners for those movements/commands from the 'AI'.

Purpose: This is so we can show the investors a visual representation of how the 'AI' can interact with the game, such as moving the penguin and the tile's disappearance after a move. We will be able to get feedback on the interaction between 'AI' and the game and make changes accordingly.

Milestone C

1. We can now refine the model by adding in integrity constraints for the game in order to ensure the game is not in a bogus state. Integrity constraints that needs to be implemented are:
    a. Providing limits on the number of players allowed in the game
    b. Determining whose turn is it
    c. Determining if the game has ended
    d. Determining the winner
2. At this point, the view and controller shouldn't have any changes and we can also test the game fully too.

Purpose: We can now show the investors that the constraints and rules of the game are implemented and players must adhere to them for the game to go on. At this stage, the investors will be able to play the full game till someone wins. We can get feedback on the implementation of constraints/rules of the game and make updates accordingly.

Milestone D

1. The last stage would be to build the server for clients to connect to and sign up.

Purpose: The investors can now experience the full software running where these hackers can connect to their player software to sign up and interact with the game fully through the server.