**Development Plan for Stratego**

Alec Tiefenthal, Jacob Knispel, and Logan Erexson

---

Week 5: The player will be able to place and select his or her piece(s).

Week 6: Each player can place pieces “hotseat” style. Once the game starts, players should be able to move their pieces around and end their turn. The proper player should only be able to see his or her pieces on their turn, not the other player’s.

Week 7: Pieces should be able to attack one another and the game should be playable, more or less. The game can be won and lost. The game can be saved/loaded as well. Start work on singleplayer mode.

Week 8: Add singleplayer mode in addition to our 2-player mode. The AI should be somewhat decent to play against, maybe start work on campaign mode. An options menu should be created for the main menu for various mini-features we plan to add.

Week 9: Extra, fun features like a kill feed, campaign mode, additional rules (like consuming turns to swap pieces, being able to push bombs around, turn all bombs into pigs, whatever), most of which will be accessible from the options menu.

Week 10: Should be finished, presentation is this week. Polish up anything that still needs doing!