**Development Plan for Stratego**

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Week 5: The player will be able to select his or her piece(s) and move them about, even on the opponent’s side of the board.

Week 6: Players will be able to end their turn, and each can place pieces “hotseat” style. The proper player

Players can take their turns and move around the board. Pieces should be able to attack one another and the game should be playable, more or less

Week 7: The game can be won or 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

Week 9: Kill feed, campaign mode, additional rules (like consuming turns to swap pieces, being able to push bombs around, turn all bombs into pigs, whatever)

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