**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 should only be able to see his or her pieces on their turn, not the other player’s. The game can be won or lost. Players can take their turns and move around the board.

Week 7: Pieces should be able to attack one another and the game should be playable, more or less. 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!