Milestones:

Milestone 1: Croupier

Milestone 2: Game State Manager

- Requires a functioning primary croupier.
- Once the croupier and GSM are complete, submitting game states to the GSM will produce new outputs. A pretty printer can be used to show potential investors that the machine works, and needs only a GUI and the Web Framework to be functional.

Milestone 3: Game GUI

- With the sole responsibility of displaying the game state, a **graphical printer** constitutes an area where a demo can be used.
- The completed **user interface** comprises its own demo-able milestone. In this system, the user will be able to use their mouse to interact and change the game state.

Milestone 4: Web Framework

- Also produces a demo-able milestone. It will be the crowning achievement to host *Fish!* over TCP. At this point, the software will be ready to be shipped.