**Stratego Project Timeline**

Week 5

1) Create Owners for each piece

2) Implement attacking between pieces

Week 6

3) Implement non-uniform behavior for pieces

* Scout can move multiple spaces
* Rank 1 spy defeats rank 10 if it attacks

4) Images/clearer names for pieces

Week 7

5) Initializing the board

* Create initialization panel
* Create drop down menu to select pieces
* Populate the panel correctly based on their selections
* Move the pieces from the initialization panel to the actual game board

Week 8

6) Synchronize player 1 and player 2’s game board

* Player can’t move until it is their turn
* When a player performs an action, it is shown on the opponents board

Week 9

7) Help Menu

8) End state