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Software Development

Fish Milestones

1. The core game data: The game consists of tiles that make a game board, players
   that can move across tiles, and fish that occupy tiles. The first step of creating
   this company will be developing the classes and data representations that build
   up the game board with all of the players, as programming the set rules that
   dictate how these pieces are allowed to interact. At this stage we can draw a
   representation of the game on a diagram and map the classes/ data structures in
   the program to their representations on the diagram.
2. GUI: We can create a GUI that allows us to display the state of the game
   visually. We will develop a GUI that can draw any legal game state, including the
   tiles, fish, and players on the game board. The GUI should update and redraw
   itself following any legal move from a player that gets executed.
3. Simulating the game: Once all the pieces exist to construct a game, and the rules
   exist to progress a game, we can simulate the game being played. We can
   simulate the game by directly calling the commands that set up a game board
   with players, then sequentially calling commands that represent player moves.
4. External Interaction: The game is to be played by AI bots. The bots will need
   some way of telling the game what to do with the pieces it controls. We need to
   deliver a system that allows a bot that is separate from the game to give
   commands or player movements to the game, and receive information about the
   game state from the game.
5. Wireless connection: Our servers need to connect with the users. Users need to
   be able to send their bots to participate in the tournaments. The server also
   needs to relay the state of the game of the users. We will set up a system that
   allows the users to establish a TCP connection with the server to send and
   receive data.