* Nine-men-Morris
* Create a full nine-men-Morris game with full GUI interface.
* Mission statement /project purpose:
* Elevator pitch: This game will allow the player to play Nine-men-Morris against the computer.
* Business value
* Customers and users: Players anyone who downloads/buys the game to play against computer.
* Metrics: how to measure the business value
* Milestones: Develop a outline, start on GUI, start logic of the game, final bugs and errors.
* Risks: Getting the interface to work well with game logic
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Red: Needs to be done