

## **Project Backlog**

Communicate with server  
Handle user input  
Server-side updating  
Tic-tac-toe board  
Start game  
Move to next turn  
End on victory condition  
Main lobby  
Multiple lobbies simultaneously  
Chatroom  
Improved lag compensation  
Login/password authentication  
Choosing an opponent

## **Prototype Backlog**

Communicate with server  
Handle user input  
Server-side updating  
Tic-tac-toe board  
Start game  
Move to next turn  
End on victory condition  
Chatroom

## **Future**

Decide on official game  
Decide game mechanics

Research different 2D graphics options  
Research sending raw images / sprites over stream  
Decide on how images / sprites are encoded  
Implement rendering from streams

Implement game menu client side

Change sockets from polling to asynchronous  
Create Game Engine server side

User login server side  
User login client side

Create leaderboard  
Implement messaging between players

Redo logger to control log file size  
Create log viewer

Create URL to automate game reset  
Create URL to view server performance