

Milestone Plan for Dominion

Milestone 3: Buy cards, Draw ne hand at end of turn

Milestone 4: Action Structure: Smithy, Laboratory, Market

Milestone 5: Festival, Village, Witch, Feast, Remodel, Workshop

Milestone 6: Moneylender, Throne Room, Cellar, Chapel, Chancellor, Woodcutter

Milestone 7: Extra cards: Gardens, Mine, Spy, Council Room, Militia, Thief, Bureaucrat, Moat

Milestone 8: All cards implemented, hotseat game, catch up in case other milestones do not meet plan.