# Milestones

### March 31

* Packet factory completed
* 25 server packets have execute methods working
* Any problems with data structures are fed back to database
* Server refactoring is complete
* Database has ability to load / save player data and total game
* Server has local database set up and starting integration with database

### April 3

* Client and server connected over threaded listener and broadcaster and tested to show it works
* 40 server packets have execute methods working
* Server local database connected to real database
* Client able to render commands from server
* Client starting to send requests to server

### April 7

* Al server packet commands complete
* Server handling all commands
* Local DB works perfectly with real DB
* Client can render all server requests
* Client can generate requests for all user actions

### April 10

* Level testing has begun
* Unit testing is complete for individual systems

### April 14

* Unit testing complete
* All bugs fixed
* Game proudly delivered to client