The first milestone would be starting the model section by creating the objects and structures that will store information about the game (board/pieces) itself. From there the game logic of how the game can be played would be added to the model in the form of having a board be able to be put in a starting position and potential moves be given. This would allow a single game to be demonstrated through giving command line arguments for moves and a simple string output to show the board (both of which would be replaced by the view and controller and are only for demo and testing purposes). After the game logic was added, the model would be then completed by adding in functionality for players to be stored and for tournaments to be run. This would allow a similar demo to before, with command line inputs and string outputs, except this time whole tournaments could be simulated instead of an individual game.

After the model, the view would be completed next. The different stages of the view, signing-up for tournaments, playing of tournaments, and showing off winners, could be completed separately. Upon each one being completed, a visual demonstration of how they look and an explanation of how a user would interact with each view could be done. The final component to be completed would be the controller which allows for the connecting of the model and view as well as the switching between sign up and start of a tournament. After the controller is completed, the entire working product could be demoed from start to finish.