Milestone 1: UI Demo

A non-networked version without game logic that tests the primary ui interactions:

* Game UI layout
* Selecting cards
* Playing cards to create units
* Selecting units
* Attacking units with units
* Highlighting valid targets

Milestone 2: Gameplay with mockserver

A non-networked version that demonstrates game logic and command / event system:

* Same as UI Demo, but all actions go through “server”
* Events queued up, produce effects, block actions as necessary
* Ship and Planet units

Milestone 3: Networked play

Same as Milestone 2, but commands go to server and are validated, processed by game rules.

* Java game server
* Client connects via websocket, is connected to a new game
* Player can end turn
* Server handles commands, sends events
* Client turns events into event behaviours, adds to game

Milestone 4: Networked 2

Add the following features to networked:

* Draw cards
* Both players start with home world
* AI that can end turn

Milestone 5: Interaction Playable

Version in which the main player actions are implemented on client and server in a way that gives a clear impression of the basic gameplay experience.

Players can connect, get their opening hand and see the opponent's draws.

The game UI hints at valid moves:

* End Turn is shown enabled on player's turn
* Selected cards highlight valid slots
* Units with actions left highlighted
* Selected units highlight valid move and attack slots

Players can play two types of units: one planet and one ship. Both units show a summoning effect on play. The cards show their appropriate portrait, name and description.

Players can move their ship once per turn.

Players can attack the enemy homeworld when in range, with a basic projectile effect.

Players can see their available resources.

Milestone 6: First playable

Demos all features for gameplay with minimal cardset:

* Players have random decks of a fixed set of cards:
  + 2 Planets
  + 2 Ships
  + 1 Power : Missile with custom validator (target unit) & rule (damage target)
  + Counter measures. When attacked, a unit deals 1 damage to attacker.
* Players are paired against an AI with very basic command evaluation
* Players have resources to spend on cards
* All event effects have a base level of polish to give a good first impression
* Game can end, returning player to the main menu

Milestone 7:

* Improved AI
* New EOT mechanism
* Energy beam

Milestone 8:

* PvP mode: Players can play each other via automated match-ups, AI if no one joins in 60 seconds.
* Players have a random deck of a fixed set of cards:
  + 8+ units:
    - Fighter
    - Destroyer
    - Battlecruiser
    - Defender
    - Vengine
    - Brown Dwarf
    - Singularity
  + 4 powers
    - Missile
    - Energy beam
    - Gamma Burst
    - +2 Minerals this turn
  + 1 enchancement
    - +1 Shields
* AI Plays with different deck including cards not available to player:
  + Chitik Cruiser
  + Hive swarm
* Star System selection
  + Screen with 3 different star systems
    - Campaign 1
    - Campaign 2
    - PvP 1
  + Player chooses star system to play in
  + Server loads appropriate cards, rules
  + Client uses appropriate environment
* PC Playable version
  + Corrected layout
* Various UI gameplay enhancements
  + Card hover info
  + Flavor text
  + Show resource deltas (max, current buffs)
  + Cards don't shrink until over board
  + Less command blocking

Milestone 9

Milestone 8 had a major change in direction with the switch to ships and hex layout, so some features were pushed back/removed.

* PC Playable version
* PvP star system
  + Players join the system and are matched with a waiting player
  + If no one joins within X seconds, a bot will join (option?)
* Second single player campaign mission

Milestone 10

Right now, the game has a number of problems, the most important being balance. Currently, because of the non-reciprocal damage, an early advantage tends to snowball into an insurmountable lead.

New design idea:

* Some neutral entities like planets will give some advantage to the controlling player.
* Remove the mineral resource, replace with "logistics": cards cost energy to put in play, which replenishes each turn, but you cannot play new units if your total logistics costs exceeds available.

New cards list:

Units:

* Scout: Low attack, low defense. 1L. Useful for early control, but easily defeated. Probably a 1/2 or 1/1.
* Destroyer: Medium attack, medium defense. 2L. Substantially stronger than scout because of the higher logistics cost. 2/3?
* Battle Station: Medium attack, high defense, 2L. Can't move. 2/5?
* Battlecruiser: High attack, high defense, 3L. 3/7?
* Carrier: Low attack, high defense, long range. 3L. 1/7?
* Fleet Gateway: Low attack, medium defense, gateway. 1L. 1/4

Powers:

* Missile: Deal 2 Damage to any unit
* Weapon Upgrade: Give any entity +1 attack
* Proton Spread: Deal 3 Damage to random enemies
* Survey Team: Draw 2

Board entities:

* Green Planet: Controlling player may mulligan a card onto the planet
* Red Planet: +1 Logistics

Due to the difficulty of decent AI particularly with movement and positioning, I'll experiment with a PvE map where the AI has a preset deck of OP cards that are easy to play.

Enemy Units:

* Drone: Low attack, low defense. 1E, 0L.
* Drone Hive: Produces 1 drone at the start of each turn. 1E, 2L. 1/7
* Drone Master: Gives neighboring drones +1 attack. 1E, 2L

Enemy Powers:

* Swarm: Surround a unit with drones. 3E.