

To: Investors

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Subject: Milestones for Fish Game

Milestone 1: Sign up service

First, we'll create the sign up service to allow users to programmatically (through whatever public API's we expose) sign up for games. This will be important for the next step, where we'll need to implement the tournament service, which will contact sign up service to match up available players.

Milestone 2: Creating the Game

The first part of the process is creating the game that the AI will play. The completion of this milestone will require completing most of the functionality of the game component. The game should be playable at this point and can be demoed using a simple text output that should ship with the initial build of the game. This will allow for the testing of the game software prior to and during the building of the other aspects of the system.

Milestone 3: Tournament Service

From deciding how brackets are formed, to how the size of each game board is decided, the specifics that make the tournament flow must be decided in order to start creating the game. We'll already have the sign up service and game model, so we'll need to hook it up to both of those existing services to be able to match up players and take in user input for in game moves.

Milestone 4: Game Output

After creating the structure for the game, the next step will be creating the visual output for the game. At the end of this milestone, the game should be fully playable for an individual game, with the visual output displaying images of the game state as the AI is making moves. This will allow our developers to try out different AI's with the game, while also allowing for closed testing to resolve issues. This milestone can be demoed.

Milestone 5: User Sign Up View

The user sign up view will be created next. It will be able to speak to the sign up service/ Tournament service to sign up and play in tournaments. The sign up interface can demoed once it is connected to the sign up service.

Milestone 6: Final Visual Interface

The final visual interface should be able to handle holding the user sign up and visual game output. At this point, any lingering known bugs in the software should either be explicitly documented (with reasoning) and or fixed.