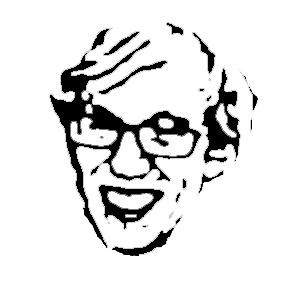
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|  | **Stratego a Go Go!!!** |
|  | CSSE376  Kimberly Boucher  Nicholas Miller  Daniel Wells |

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| **[Features List & Schedule]** |
|  |

Features List

# Required

These features are the ones which absolutely must be completed for this project to be considered a success.

1. Start a new game
2. Moves pieces on the board
3. Check moves for validity
4. Check victory and defeat conditions
5. 2 player hotseat (single computer) mode
6. Main menu (can navigate different options)
7. Second language support
8. 2 player network mode

# Expected

These features are the ones which while not completely necessary, add expected functionality to the application, and are planning on completing.

1. Load previous games
2. Save games in progress
3. Adjust options and settings, such as visual settings
4. Available moves display
5. Custom game save editor

# Extra

These features provide extra flair to the application. They are not required for the application to function, but instead provide extra polish and functionality that goes above and beyond the bare minimum. Each one may or may not be implemented according to time constraints.

1. AI behavior
2. Animations
3. Sound & Music
4. High scores or game history
5. Alternative game modes
6. Tutorial
7. Reveal all (enemy) pieces at the end
8. Show replay of the last game, including a move history
9. Network chat
10. Keyboard shortcuts

Time Table

# Week 4

Start a new game and move pieces on the board

# Week 5

Check moves for validity, check victory conditions, 2 player hotseat mode, and main menu

# Week 6

Second language support, 2 player network mode, loading games, and saving games

# Week 7

Adjust options and settings, display available moves, and custom save editor.

# Weeks 8 – 10

Any extra features and unfinished previous features