Milestones:
- Basic Game GUI is built where the game board can be created according to input size.
- Basic Sign-up Server is built, which users can sign up and store their input data. A JSON file containing data from sign-up users can be presented.
- Standard interface (Java) is coded for creating subclasses for AI players, then create a dummy AI player locally, which can be displayed and move automatically on the Game GUI.
- Basic Game logic and Game Servie are built, which can accept several dummy local-created AI players and make dummy movements, the movements will be stored in Game Service and reflected on Game GUI.
- The algorithms of the local-created AI players are refined to make them follow the game rule, then perform the tournament with the players until there is a winner.
- The Sign-up Server is refined to accept AI Players that's created by others in a limited period of time, then they can be put in the game for a tournament demo.