

## Fish Dot Game Milestones:

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We will have a series of milestones to show to our angel investors. Our milestones and the components needed will be laid out below. When the terminology of locally is used it means that it is over a single computer, while remotely means over several computers

### **Milestone 1: Demo a single game of Fish being played locally:**

Description: In this phase, we will show our implementation of a single game of Fish being played and run successfully. It will be run on one computer locally and will show off a few things. It will show referees initializing and running a game, players playing that game, and a win/loss happening. It will show both players who follow the protocol we specify and players who do not (who will be terminated).

Components: This phase will first require the building of the representation of the pieces of the board (tiles, player pieces), and a representation of the overall board. After that overall board is built, we must specify the player interface that AI players can use to plug into the game. Based on that interface, we should build the referee (which will use that interface to communicate) and a few example AI players to show a game being played. These AI players will show one that tries to cheat or malfunctions and is terminated, and one that successfully plays the game. We also would probably want to build a basic version of our component that shows how the game is doing, to provide all investors with a visual cue to see how the game is running.

### **Milestone 2: Demo a single tournament of Fish being run locally:**

Description: Once we have demoed a single game of Fish being played locally, we want to show a single tournament being run locally (on a single computer). This will show players being signed up for a tournament, being matched for games and ultimately a winner and loser of the tournament being decided.

Components: For this milestone, the tournament manager will have to be built. This will allow us to run multiple games using the players, referee, and game board representations that we built earlier. We could also increase the capabilities of our viewing component to allow viewing of the overall tournament to investors.

### **Milestone 3: Demo a remote tournament of Fish:**

Description: Once we have demoed a single tournament of fish being played on a single computer, we will show a tournament being run with the server running the tournament on a different computer than the players (who are the client) connecting to the tournament server. This will show that players from all over the world could connect to our Fish game server, thus giving us the capabilities of scaling up our game into a fully-fledged product.

Components: The additional components will just be additions to the components already specified. The tournament manager and the referees and game representation will be put on a remote server that a player can connect to. The players will have an option built to sign-up and connect their players to this server which may require refinement of the player interface.