Milestones

Game Setup Milestone:

This milestone is completed when all the pieces to be able to play the game are present as well as the environment is constructed. In this particular game, Fish, this means our representation of the board, the tiles, the fish, and the penguin are constructed. Events from a user at this milestone do nothing.

Potential Demo:

Completion of this milestone should allow us to build a GUI that renders our data representation of the environment and game pieces to the clients.

Game play Milestone:

This milestone is completed when actions requested by players are performed and alter the game state. It's also completed when the rules of the game play are established and the game becomes playable. Referee decisions are enforced and outcomes are established as well.

Potential Demo:

This demo would consist of simply demonstrating the playable game locally.

Sign Up Milestone:

This milestone will require users to have the ability to sign up for a tournament. This will require tournament creation, management, and user registration.

Potential Demo:

A demo of this milestone will require a new tournament to be made, users to register, and a tournament to start on the gameplay service.

Gateway Milestone:

This milestone requires a server to be made that will receive requests from clients and route these requests through API Gateway. API Gateway will use our internal services like sign up and game play to process these requests. The payment processing proxy will also be added during this milestone. Responses will then be sent back to users and rendered appropriately.

Potential Demo:

This will be a prototype demo of the entire system It will host tournaments that register users and play games. It will also process entry fees and prizes using the payment proxy.

Spillover Milestone:

This milestone is simply to take care of spillover, technical debt, and requested changes that have occurred during building the prototype. It is also a chance to ensure that our testing is sufficient and any / all bugs are discovered and resolved.

Potential Demo:

The final demo of the game.