Priority 1 using blockchain to control the turns

the game will be played out on a grid in standard turn based TRPG Fashion (see reading materials)

Due to the fixed turn mechanism the turns can be mapped to the addition of new blocks to the chain.

There will be a resolution mechanism to allow all players to declare their actions at the same time.

Priority 2 using blockchain to control which player owns what

this will likely want to be rare, and be restricted to between between matches

Priority 3 making the game playable

Week 3

Generate best practices and collect code snippets for future testing. While it is possible to find reading list materials during this search

This will include but not be limited to:

1. Etherium smart contracts

Week 4

Computer will arrive Monday of this week

Week 5

Week 6

Week 7

In addition to the time set out for the mid-progress report,

Week 8

Week 9

Week 10

Week 11

Week 12

Week 13

This is when the final report and Presentation are created and refined

Week 14

Week 15

1

Proposal (3-5 pages, + cover page)

Include the project description, expected timeline and the corresponding plan, expected results, and a reading list (books, websites, videos, etc – this may change as the project progresses)

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7

Mid-progress report

Include the results obtained, self-assessment on the progress of the project and learning, any modification to the plan and the expectation, as well as any updates to a reading list.

13

\* Working draft of final paper/slides may be sent to the faculty in advance for review.

14

Final Paper (~10 pages + cover)

the final presentation slides and the executive summary. Include the revised project description, the results, conclusion, and a final reading list.

15

Presentation

Exact date/time for presentation will be arranged by the faculty coordinator

Reading list

<https://github.com/Nethereum/Nethereum.Flappy>

<https://nethereum.readthedocs.io/en/latest/> for how to code for etherium in C#

<https://github.com/ethereum/wiki/wiki/White-Paper> & <http://www.ethdocs.org/en/latest/> are base etherium documentation for original template

<https://docs.unity3d.com/Manual/index.html> also C#

<https://docs.google.com/document/d/1AnkP_cVZTCMLIzw4DvsW6M8Q2JC0lIzrTLuoWu2z1BE/edit> this is on colored coins for transaction purposes which I think might be able to be used to track which player owns what

<https://en.wikipedia.org/wiki/Incremental_game>

<https://en.wikipedia.org/wiki/Tactical_role-playing_game>