# Problem Definition Template

## Problem Statement

The current Software Development course offers very little in the development of games using game engines such as Unity or Unreal Engine.

The purpose of this is to challenge ourselves by creating a fully functioning game using the game engine Unity, combined with C#. This will prepare us for future employment along with allowing the possibility for the development of games created with engines like Unity to be included as part of future courses.

The game will be an adaption of the existing game “Connect 4” where the user will have the additional option to swap adjacent pieces with each other instead of only placing disks within the grid. the application will be developed for android users and be in a state where it is ready to be deployed on the google play store.

## Key Users and Features Used

*Dot point list of the users and the functional features they will need*

|  |  |
| --- | --- |
| *User* | *An individual who uses the application to play rounds of the game* |

*Users must be able to*

* *Login to the game as a Registered User or a Guest*
* *Play the game locally (on the same device)*
* *Play the game through a Bluetooth connection (separate devices nearby)*
* *Change Settings (adjusting volume)*
* *Change Themes (adjusting colours or backgrounds)*
* *Personalise user image (By taking a photo)*
* *View their score*

## Key Non-Functional Requirements

* *Users should not be able to play a turn for the other user.*
* *Users should be able to easily navigate the title screen.*
* *No longer than one second to navigate between each page.*
* *New users must be able to navigate the system fully within 5 minutes.*
* *Experienced users must be able to navigate the system within 1 minute.*

***Do you agree we are on the right track with your problem? If so,***

***Please Sign here \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date \_\_\_\_\_\_\_\_\_\_\_***