Group 12

Jacob Bohac

Josh Grossman

Aaron Wollman

Pachisi Functionality

Platform Independent

* The system will allow 4 human players to play the game Pachisi.
* The system will provide the user a graphical interface that they are able to navigate through the use of menus.
* On start-up the system will allow players to setup the game, access the rules page and quit the app.
* During Game Setup, players will be able to choose their player name.
* During Gameplay, the system will provide a graphical representation of the game state to the user.
* During Gameplay, the user is able to pause the game and then return to the current game.
* Upon pausing the game, users will be able to resume their current game, access the rules page, or quit to the main menu.
* During gameplay, the system will keep track of the state of the game and prompt players to draw cards.
* During gameplay, users will be able to draw cards from a basic deck, select and move pieces at appropriate times.
* During gameplay, the system will display the drawn card number to the player.
* Once a player has 4 pieces moved to the home position, the system notifies the player that they have won and allows the user to return to the main menu screen.
* System provides visual feedback for selecting pieces
* System gives audio feedback when card is drawn
* System only allows players to move pieces within the rules
  + Players may only move their own pieces
  + Players may only move pieces the number of spaces indicated by the card

Additional Desktop Functionality

* System implements an expanded deck with special cards.
* System allows for an extended rule set which relies on the expanded deck
  + Players may bump opponents back home with the “Ambush” card
  + Players may bump opponents back home by landing on them
  + Players are safe from being bumped when on the “castle” spaces