kamisado board game Use case and initial requirements

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# Purpose and scope

# What is the overall scope and goal?

The main goal of the overall project is to design and implement a completed Kamisado board game, developed in java for desktop machines. The game should comply with the standard

Rules and also implement a setting of either playing against the AI or a two player mode.

# Stakeholders

Primary Stakeholders: The users i.e. the game players may be considered to be the stakeholders directly affected by the implementation of the game. They will have an influence and generate feedback on how satisfactory the game suits their requirements and the overall standard of the program including the graphics and different settings implemented.

# 1.3 What is in scope, what is out of scope?

In scope i.e. parts of the project considered to be the main priority and the functionality such as speed mode, easy and difficult level of gameplay.

# 2. Terms used / Glossary

# 3. Use cases

# 3.1 Primary actors and their general goals

Player 1: Initiate the gameplay by setting up either one player game vs. the computer (The AI) or by including another player.

Player 2: playing the game against player 1 and moving he dragon towers after each move until the game is complete.

Artificial intelligence AI – Easy: Will play the game by initiating random moves on the board making it easier for the user to play against.

Artificial intelligence AI – hard: Will make gameplay moves more difficult for the user to play against and more sophisticated moves of the “Dragon Towers”.

# 3.2 Business use cases (operations concepts)

Choose whether 2 player or 1 player game

Select Mode of speed vs normal mode

Make choice of who makes first move of Dragon tower

Move Piece diagonally or straight

# 3.2 Business use cases (operations concepts)

# 3.3 System use cases

# 4. Technology to be used

# 4.1 What technology requirements are there for this system?

# 4.2 What systems will this system interface with, with what requirements?

Daniels part

# 5. Other various requirements

# 5.1 Development process

# • Who are the project participants?

# • What values will be reflected in the project (simple, soon, fast, or flexible)?

# • What feedback or project visibility do the users and sponsors wish?

# • What can we buy, what must we build, what is our competition to this system?

# • What other process requirements are there (testing, installation, etc.)?

# • What dependencies does the project operate under?

# 5.2 Business rules

# 5.3 Performance

# 5.4 Operations, security, documentation

# 5.5 Use and usability

# 5.6 Maintenance and portability

# 5.7 Unresolved or deferred

# 6. Human backup, legal, political, organizational issues

# • What is the human backup to system operation?

# • What legal, what political requirements are there?

# • What are the human consequences of completing this system?

# • What are the training requirements?

# • What assumptions, dependencies are there on the human environment?