

VISION DOCUMENT

Introduction:

In this project we aim to build an existing board game “Ricochet Robots”, The game allows players to move around robots to collect target chips.

Problem Statement:

Provide strategy game players with a board game that challenges them to think of the fastest way to get the robot pieces to its target space with as little moves as possible.

Stake Holders & Key Interests:

Stake holders	Key Interests
Players	Playing the game.
Administrator	Updating/extending the game and maintenance
Computer AI	Plays the game

Summary of System Features:

- The System shall allow multiple players take turns to play.
- The System shall record the moves each individual player made with the robots.
- The System shall allow the robots move vertically and horizontally without stopping unless it hits an obstacle.
- The System shall make the robot change its direction 90 degrees at least once on its way to the target.
- The System shall allow users to save and load their progression.

Project Risks:

- Figuring out how to save and load the game.
- Creating the break points on the board as obstacles to stop the robot.
- Creating the AI for the game.
- Making the robot ricochet at least once on its way to the target
- Recording the additional move, the player/players make with other robots
- Figuring out how to create hints.