

Menu to select features - **easy**

Intro menu that shows different game options before starting

Base game - **hard**

- Players - **medium**  
Ability to track player stats and resources, turns
- Game board - **hard**  
Draw the game board and track cursor actions in the game space
- Resource tiles - **easy**
  - Randomized - **very easy**  
Creating a data structure to hold the tiles, shuffle them, assign them to the board
- Dice rolling - **very easy**  
Literally roll two dice and add them
- Trading - **easy**  
Allow the current player to initiate trades with other players
- Resource gathering - **easy**  
After dice are rolled give players the resources that they are owed for the turn
- Robber - **medium**  
Mechanism to move the robber when 7 is rolled, steal extra cards, and block resource

collection

- Roads - **easy**  
Ability to add player construct of a road
- Cities - **easy**  
Ability to add player construct of a City to replace a settlement
- Settlements - **medium**  
Ability to add player construct of a settlement where it is allowed
- Ports - **medium**  
Allows player to make a predefined trade with the game instead of a player
- Victory points - **medium**  
Gives the player points based on certain game elements like length of a road or

settlement count

- Longest Road - **hard**
  - Largest Army - **easy**
- Development cards  
Cards that the player can receive that cause different game actions
  - Knight cards - **easy**
  - Progress cards - **medium**
  - Victory Point Cards - **very easy**

Larger board (more players)-**Medium**

Allow the game to be played with more than 4 players on a board that has more tiles

Different shape board/tile-**hard**

Create a different shape tessellation to change the game dynamic

Currency-**easy**

Add gold pieces that can be used in trades

More resource types -easy

Create additional resources beyond wool, brick, etc. and create usefulness for them

LAN play -hard

Ability to play a peer to peer networked version

- Group chat -easy

Overlapping roads -medium

Allow 2+ players to build roads next to each other for a cost

Rivers -medium

May add inland ports, areas that you cannot make a road, or a way to connect settlements without roads

Settlement Scrapping -easy

Allow players to regain a settlement piece and some resources

AI -Very hard

Computer players that offer a challenge to players in this game are incredibly difficult

Additional city/road like objects -medium

New structures that players can build that give new functionality. Metropolises for more resource collections, maybe airports to connect areas instead of roads, maybe harbors.

Banks -medium

Protect resources from the robber and other players for a fee

Saving games -medium

Ability to save game state and load it again later

Blind anger mode - hard

Fog of war, hides the game board tiles until after you have built in the adjacent areas.

Sprint 1(October 17-November 1):

- Dice Rolling
- Resource tiles
- Game Board
  - Back end separate from front end
- Resource gathering
- Players
- Settlements
- Cities
- Roads
- Menu(not necessarily operational)