

## INTRODUCTION

The project creates a computerized version of the Blokus board game that is suitable for children and supports up to four players.

## PROBLEM STATEMENT

We are trying to solve the problem of children having difficulty navigating the game and understanding color differences, especially for children with color vision deficiency. The game will help by using big buttons, short words, and visual hints like flashing lights to guide children. We will also add an Easy View mode that allows children to change colors to ones that are easier for them to see, so all children can play the game comfortably without feeling left out.

## STAKEHOLDERS AND KEY INTEREST

STAKE HOLDERS	KEY INTEREST
Player	They want games that are fun, easy to play, and give a sense of achievement through small competitions with friends.
Parent or guardians	They want games that are safe, appropriate, and can teach something, like basic math or English, while still being fun.

## USER & USER-LEVEL GOALS

USER	GOALS
Player	Play the game, win the game, reach the highest level, and collect rewards.

## SUMMARY AND SYSTEM FEATURES

The system shall allow children to play the game, navigate levels using large buttons and visual hints, and receive feedback when they complete a level or earn rewards. It shall enable children to progress through levels, compete in small challenges, and collect points or gifts. The system shall also provide an Easy View mode to make colors easier to distinguish, and ensure the game is safe and appropriate for all children.

## PROJECT RISK

What may be difficult for the team is that this is our first time working on a full project and designing a game, so we are unsure of what to expect. While we are excited, implementing different levels of difficulty, designing a computer opponent, and adding colorblind accessibility features may be challenging and will require learning and problem solving. Managing time could also be hard, as coordinating group work, estimating task durations, and sharing the work fairly can be difficult within the limited time available.

