

**50-50 KENYAN BOARD GAME**

**Problem Statement**

Lack of engaging and culturally relevant online application board games in Kenya and parts of Africa that allow players to relieve memories and celebrate the rich cultural heritage of the region. What if you could find an online game application that specifically focuses on people, places, events, historical figures, TV/Radio stations, schools, brand names, and other aspects related to Kenya and Africa?

**Solution**

The application will allow you to play 50-50, the number one Kenyan Board Game, online interactively with other players around the world. The application will include:

* User friendly interface: Intuitive design, Tutorial section and Accessibility features.
* User personalization: User profiles, Customizable preferences, and a Recommendation Engine.
* Game Features: Game modes, Leader boards, and In-game Chat.
* Data Security and Privacy.
* Adaptive Game Play.

**Future Consideration**

In the future, the game application can be developed into a dynamic gaming environment by implementing an adaptive game element that adjusts based on user performance and choices.

Integrate AI opponents with varying difficulty levels to provide a challenging experience for all users.

**Minimum Viable Product (MVP)**

1. Login.
2. Create account.
3. View and update your account.
4. Create personalized profiles with unique usernames and avatars.
5. Set preferences for game difficulty, themes, and notifications.
6. Include single-player, multiplayer, and online modes for a versatile gaming experience.
7. Display global and local leaderboards to encourage competition among users.
8. Communicate with other players during gameplay for a social experience.
9. Sign out.

**Technologies**

Backend: JavaScript and JSON

Frontend: HTML, CSS and JavaScript