Feature Requests

Feature 1: In-Game Tutorial & Interactive Hints

Purpose:

This feature introduces an interactive tutorial and real-time hints for new players. It helps users understand game mechanics, controls, and strategies without needing external guides.

Impact:

- Enhances User Experience: New players can quickly grasp game rules, reducing frustration.

- Encourages Player Retention: A guided experience makes it easier for users to continue playing.

- Reduces Support Requests: Players can learn mechanics independently, reducing the need for external documentation or FAQs.

Feasibility:

- Integration with GUI: The tutorial can be designed as an overlay with step-by-step instructions.

- Trigger-Based Hints: The system can detect when players struggle (e.g., making repeated invalid moves) and provide contextual hints.

- Low Development Overhead: Requires only minor modifications to the UI and game logic, making it feasible within the current project scope.

Feature 2: Player Statistics & Performance Tracking

Description

This feature introduces detailed player statistics, allowing users to track their progress over time. Metrics include win/loss ratio, average game duration, best moves, and a leaderboard ranking system.

Impact

- **Motivation & Competitiveness**: Players can analyze their strengths and weaknesses, encouraging skill development.

- **Engagement & Retention**: A leaderboard system with ranking rewards incentivizes continued play.

- **Data-Driven Insights**: Players can make informed decisions on strategies based on previous performance trends.

Feasibility

- **Technical Considerations**: Data can be stored in a text document or CSV file

- **Minimal Overhead**: Only key metrics are recorded, ensuring efficient data storage and retrieval.

- **Scalability**: Can be expanded later to include achievements, seasonal leaderboards, or match history analysis.