

Users	Goals
Players	<p>Players would be able to:</p> <ul style="list-style-type: none"> • Select from two difficulty settings (two board types) • Start the game, pause the game, and resume at a later time, or start a new game without completing the previous game. They will be able to close the game anytime they want. • Choose from 2 different display mode, normal or black and white for colour deficient audience • Place their bet on the current robot • See who won the bet and if it is them they can take their turn. If it is another player they can see the player attempt to take their turn. • See who is winning • See when the game has ended and be offered the chance to play again • See how many games they have won to date
IT staff	<p>IT staff will be able to:</p> <ul style="list-style-type: none"> • Fix bugs • Ensure clear and accurate documentation is produced and maintained • Teach others how to maintain the program with ease. • Allow for the possibility of future expansion of the code to allow network play between users.
Competitive Organizations	<p>Competitive Organizations will be able to:</p> <ul style="list-style-type: none"> • Test game thoroughly to identify loopholes in the game rules and report them to be patched so as to avoid cheating in a professional setting • Test the game to find out the optimal number of players at one moment that would be best for the

	competition i.e. two player at a time
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