

Vision Document

Introduction

The aim of this project is to create a 2 and 4 player digital version of the board game KingDomino at a time.

Problem Statement

The client has tasked the developing team to create a virtual adaptation of the KingDomino board game. Our system will provide players with the opportunity to play the game anytime and anywhere granted that they have the program downloaded. Furthermore, this game will allow the player to save the game and have a color-blind-friendly pallet.

The goal is for this program to be completely executable as long as the player has the Java SDK installed, without the need for any additional software.

Stakeholders & Key Interests

Stakeholders	Key Interests
Players	Players will be positively impacted as they will be able to play a fun board game anywhere they please, given that they got access to a PC and have the Java SDK installed.
Friends of friends	Friends of friends will be positively impacted as they will be introduced to games in social settings and will be able to play a game, they likely wouldn't have otherwise been able to play.
Maintenance team/developers/UI designers/	Sustain the game so long as it is supported.
Manufactures of the board game	Manufacturers will be negatively affected as they will be losing on potential lost revenue from the manufacturing of the physical game.
Creators of the game	Assuming that royalties will be paid, the creators of the game are positively impacted, as their potential target market will drastically increase.

Summary of System Features

- The system shall create the appropriate number of players assigned at the start of the game
- The system shall allow the player to select a color from the color-blind-friendly color pallet.
- The system shall allow the players to select their own usernames.
- The system shall allow the players to save and load the game.
- The system shall allow the player to select the starting tiles.
- The system shall make the appropriate grid to let the player start in whichever position is needed
- The system shall allow the counting of territories and count the number of terrain squares to calculate the number of points for each territory of each player.
- The system shall count the score for each player in order to decide which player has won.

Project Risks

Fully and correctly recognizing when a domino needs to be discarded (that occurs when “If a player selects a domino (or is forced to select a domino) that does not fit into their kingdom because it violates the 5x5 dimension rule, or it does not match any available terrain type, it must be discarded from the game. Points are not earned for discarded dominoes.) might prove difficult in the time available due to the sheer number of possibilities in which a block would need to be discarded.