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➤ Introduction

In this project we aim to build the computerized version of the Kingdomino board game. System should allow the user(s) to play a game involving 2 or 4 players of which 1 must be a human and remaining will be computer players.

➤ Problem statement

Currently players are bounded to carry a physical board game to play the game with their friends and need to have at least one person with them to join in the game. But our system will destroy the bound of carrying the board and user can any time enjoy the game with friends. This system will allow the user to play a 2 or 4 players version with a AI so user don't actually need anyone to accompany them. System will also take care of user with color vision deficiency. The system will allow user to save the game and continue later.

➤ Stakeholders and their key interest

Stakeholders	Key interest
Players	Playing the game without any possible restrictions.
Debugger staff	Keep the game up to date. Fix any error if found.
Parents	Increase choices in between games for their children.
Platforms at which game is selling or downloading.	Increase the people's interest in visiting them and increasing sales.
Board game manufacturers	Decreases the price of their product. In order to remain in market.

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➢ Summary key Feature

- The system should allow users to play 2 or 4 player game of Kingdomino.
- The system should allow users to save the game and continue later.
- The system should allow to change setting according to color vision deficiency.
- The system should allow to add computer players.
- The system should allow to set computer player difficulty level

➢ Project Risk

Fully and correctly performing different computer players difficulty level in the time available as its complex in handling two different moves in respective mode in the similar kind of game situation.