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SCORE Project: DRisk  
A Dynamically Configurable Risk Game  
- User Manual -

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# Executive Summary

*SCORE Project: DRisk - A Dynamically Configurable Risk Game -* (DRisk) is a project built by Team MASCS, a group of students from Arizona State University. DRisk is one of the project topics of the 2016 SCORE Contest, which is a student contest on software engineering held every year. The DRisk project is sponsored by Nazareno Aguirre.

Risk is a popular strategy board game designed and created in the late 1950s. Risk is a turn-based board game that allows two to six players to fight over conquering forty two territories. Because of its popularity, and with the technology growing at a rapid pace in the recents years, there have been several PC version of Risk game release to the public, including web versions.

Risk is a strategy game. There are many rules set in stone in the manual. With the current official set up, the playing time of the Risk game can be very lengthy, and can be challenging for some first-time players. There are a couple of simple versions of the risk game, but the rules and game play are still immutable.

The ultimate goal of this project is to create a dynamic Risk game (D stands for Dynamic in DRisk). Team MASCS has created a web-based dynamic Risk game that allows the users to configure some variables within the game. With this setting, we are giving the user more control on how the games is setup and on the playing time of the game, we also think that this can help the first-time players learn the game in a simpler version before going on to a complex full version of the game.

## 

# System Requirements

xxx

# Pre-Installation Instruction

xxx

# Web Page Description

This section will give the user an overview of each webpage of the product. A screenshot of each page will be given, along with description of each button or icon on the page. The goal of this section is to assist the user on navigating through the product easily.

## Game Page (xxx.php)

[Screenshot]

[Description]