

Who: Robert Allen, Alex Ring, and David Zhuzhunashvili

Title: Yahtzee

Description: Create the Yahtzee game for a desktop computer.

Vision Statement: To create a functional, easy to use, yahtzee emulator that can be played by one to four people.

Motivation: We have all enjoyed playing this game before so we wanted to make a computer version.

Risks:

- No prior experience working with the people on the team
- Schedules rarely overlap so meeting up in person is very difficult
- Will need to obtain assets for the game from elsewhere as neither of us feel comfortable creating sprites and sounds
- Some team members do not play Yahtzee and as such are not 100% familiar with the rules

Mitigation Strategy: Frequent communication through email and other means such as Trello should help mitigate the issue of us not being able to meet in person as frequently. Open Source game assets exist on websites such as <http://opengameart.org/>, which we could use to obtain some sprites and other game assets. People who do not know the rules can learn them.

VCS: Github : <https://github.com/Djion/CSCI-3308-Project>

List Of Requirements:

User Requirements

ID	Description	Agile Sizing	Priority
US-01	As a user, I want two to four people to be able to play at the same time so that I can play alone or with my friends.	2	High
US-02	As a user, I want to be able to play by myself so that I can hone my skills.	3	Low
US-03	As an admin, I want a foundational yahtzee framework so that I can easily implement new features	5	Crit
US-04	As an admin, I want to be able to interact with my users scores so that I can maintain a high score board	3	low

Functional Requirements

ID	Description	Agile Sizing	Priority
FN-01	As a user, I want all of the rules of Yahtzee to be implemented so that I can play it on my computer just like I can the board game.	5	Crit
FN-02	As a user, I want a GUI interface so that I can play Yahtzee easily.	4	Crit

Non Functional Requirements

ID	Description	Agile Sizing	Priority
NF-01	As a user, I want sound effects so that I am better immersed in the game.	2	Nice to have

Methodology: We plan on using Agile

Project Tracking Software: Trello <https://trello.com/b/PWWafanr>

Project Plan : Trello

