

## Project Part 2

**Title:** Pass-and-Play Board Game

**Vision:** Make board games more accessible and fun through a digital medium.

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**List of requirements:**

ID	Topic	Description	Priority
BR.01	Business	As a programmer, I want to split areas of coding, so that all other programmers can code different areas efficiently and simultaneously.	High
BR.02	Business	As a designer, I want to make sure that my team is with me on every step of the process towards making the final project, so we don't have butting ideas or tangents which may impede progress.	High
BR.03	Business	As a designer, I want to make sure my team is keeping up with their share of the work and our project is on track to completion, so that we can successfully complete the program in or allotted time.	Critical

ID	Topic	Description	Priority
UR.01	User	As a user, I want to be able to start a turn and end it once I'm done so that I can properly play a full game with my friend(s)	Critical
UR.02	User	As a user, I want to be notified if I make an illegal move so that I know what I cannot do	High
UR.03	User	As a user, I want to be able to choose which team/side of the board I'm on	Low

ID	Topic	Description	Priority
FR.01	Functional	At the start of the game, the board should be ready for players to start playing without having to set up anything themselves.	Critical
FR.02	Functional	The program must be able to show a user their possible moves and not allow them to make illegal ones, so that they know what they can and cannot do in any given situation.	High

FR.03	Functional	The program must handle the rules of the game it is simulating, so players don't have to worry about memorizing the rules themselves.	High
FR.04	Functional	The program must be able to show the rulebook to the player so that players may understand the rules before they begin playing.	Low
FR.05	Functional	(Optional) The program may show a tutorial video or scenario to the player to allow ease of learning the rules and how to play.	Nice-to-Have

ID	Topic	Description	Priority
NR.01	Non-Functional	the full program must successfully emulate the game and rules as intended.	Critical
NR.02	Non-Functional	Must be usable by at least two different players (on the same keyboard to start, with pass and play)	Critical
NR.03	Non-Functional	Performance: As a programmer, I want the set up of the board to be quick, so that the users can start playing as soon as possible	Low

**Methodology:** Agile format

**Project Tracking Software:** Trello

**Link to project tracking software:** <https://trello.com/b/YEURAKku/pass-and-play-board-game>

## Project plan:

The screenshot shows a Trello board interface. At the top, there's a header bar with a 'Boards' tab and a search icon. Below the header, the board title 'Pass-and-Play Board Game' is displayed, followed by a star icon and a 'Public' status indicator. The main content area features a list titled 'Project Plan' on the left, which contains 12 task cards. To the right of this list is a large, empty blue area with a dark blue button labeled 'Add a list...'. At the bottom of the 'Project Plan' list is a light gray button labeled 'Add a card...'. The task cards in the list are as follows:

- Identify and set up version control software
- Identify project tracking software, set up all team members
- Identify and list all project requirements
- Define which board game we will be modeling
- Find and establish a database, create E-R chart
- Begin critical priority user stories
- Begin high priority user stories
- Begin low/medium priority user stories
- Create test case and test plans
- Complete outstanding items
- Create auto-doc
- Present project