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Title: Pass-and-Play Board Game

Description: We're going to take a traditional tabletop board game (e.g. Axis & Allies, Diplomacy, Terra Mystica, etc) and make a digital version of it. The game will be local to your machine and have pass-and-play functionality.

Vision Statement: Make board games more accessible and more fun

Motivation: Board games are fun! But some strategy board games can take a long time to play (3 or more hours). Much of that time is attributed to setting up the board and managing the pieces between turns, which can significantly slow down play. In an age where people expect instant gratification and have short attention spans, it can be hard to convince people to invest that much time in a board game, no matter how fun it is. Developing a pass-and-play version of a complex board game allows us to remove the tedious game management aspects from play. Doing this will make the game take less time, allowing the players to focus on the fun aspects of the game (the strategy), and bringing in a broader range of people to play the game together when they otherwise would not.

Risks and Risk Management:

1. Programming language
 - a. **Risk:** We're not sure which language will work best for the project. If we pick a language for a local version, it might not be suitable for an online, multiplayer, or mobile version
 - i. *Risk management:* We will have to make sure we are clear on the goals for our project, and subsequently, to stick to those goals.
 - b. **Risk:** Not everyone has equal experience with any chosen language
 - i. *Risk management:* Work together on sections or pair program to allow more experienced team members to teach the less experienced. We could also delegate user stories to each member based on their programming knowledge.
2. Group dynamic
 - a. **Risk:** Group has never worked together before, and not everyone lives on campus
 - i. *Risk management:* We could use collaboration tools to screen share, voice chat, etc. This allows us to work remotely but still maintain the feeling of working on the project as a group.
3. Scope/difficulty
 - a. **Risk:** No experience developing an application of this kind. Might run into unforeseen complexity issues that are beyond the scope of our collective programming abilities

- i. *Risk management:* Leverage as much publicly available work as possible (google, forums, etc) to bridge knowledge gaps. This project is not a completely new idea, so there should be some resources available to help overcome unforeseen hurdles.
- 4. Trademarks/licenses
 - a. **Risk:** Might be limited in our distribution if there are any trademark infringements
 - i. *Risk management:* Pick a game that is no longer licensed, or we could choose to not make our version freely accessible to the public.

VCS: Github

VCS Link: https://github.com/DomoYeti/CSCI3308_Project