Vision Document

Introduction

In this project we aim to build the game of Blokus, where at least one human player can play the game with up to three more players, being human and/or computer players.

Problem Statement

Currently Blokus is a board game that is played by 2-4 players. Normally this game is only played by human players, and you cannot play by yourself. What we want to do is allow people to play the game on a computer, even if you have no friends to play with. Our goal is to create a computerized version of the game where you can play with a combination of humans and computer-players. We also want to implement 3 different difficulties: Easy, Medium, and Hard. This allows players of all skill levels to enjoy the game.

Stakeholders & Key Interests

Stakeholders	**Key Interests**
Players	Playing the game and continuing previously saved games.
Developers	Monitor feedback to provide updates and maintenance.

Users and User-Level Goals

User	**Goals**
Player	Play the game at any difficulty, choose amount of players, save the game, disable/enable tips, add computer-players to play against, choose colour preference, choose between basic/advanced scoring,play again

Summary of System Features

The system shall do computer-player moves automatically.
The system shall provide various difficulties.
The system shall provide tips if needed.
The system shall declare forbidden moves.
The system shall determine a winner.

Project Risks

Creating a project with a group of students could be difficult if a student decides to drop the course or not participate/communicate on their behalf. This would result in more workload for others or leave the rest of the group missing pieces of the project.

Being students who are taking other courses, if a mistake or set-back occurs due to poor program design, we would find ourselves pushing for time as alternate academic deadlines start to set in.