

Vision Document

Introduction

In this project, we aim to build a game called Can't Stop which is a classic board game that combines luck and strategy to create a fun and addictive gameplay experience for its users.

Problem Statement

The game is played with dice and markers on a board. The goal is to be the player to reach the top of three columns by rolling the correct combination of dice. The objective of the game is to provide the users with an engaging experience while competing with each other but at the same time enabling them to use their problem-solving skills to progress in the game. The game also incorporates AI participants with various difficulty levels in order to challenge the players and improve their performance.

Stakeholders and their Goals

Stakeholders	Goals
Players	The players are the most important stakeholders in the game. They are the ones who will be playing the game and engaging with the game mechanics.
Game Developers	The game developers are the ones who create and design the game. They are responsible for developing the game mechanics, graphics, and user interface.
Game Publishers	The game publishers are the ones who finance the game's development and handle its distribution. They are responsible for marketing the game, getting it into stores, and promoting it to potential players.

Retailers	They are the ones who sell physical board games or digital copies of the game to customers.
Reviewers and Critics	ESRB (Entertainment Software Rating Board) is responsible for rating the game based on its content and ensuring that it is appropriate for its target audience. Critics are responsible for reviewing and analyzing the game, sharing their opinions and insights, and promoting the game to potential players.
Parents	Parents may want to ensure that the game is appropriate for their child's age and does not contain any offensive or inappropriate content.
Rival companies	Their interest in the success of "Can't Stop" could be to keep up with the competition

Actors and their Goals

Refer to a separate document named "Primary Actor" in the submission.

Summary of System features

- The system shall allow players to roll the dice and select combinations based on the dice values
- The system shall automatically roll the dice and select combinations for players who fail to do so within the time limit
- The system shall display the current player's turn and their score, as well as the scores of the other players
- The system shall allow players to compete against each other in a turn-based gameplay format
- The system shall implement a scoring system based on the selected combinations and the number of steps taken
- The system shall allow players to start a new game or continue an existing game from a saved state

-The system shall provide an interactive and user-friendly interface for players to engage with the game.

Project Risks

Designing and building the Can't Stop game can be a challenging task, some of the difficulties that the team might face while working on the project include:

a)Game Mechanics: Designing the game mechanics for the Can't Stop game can be a little complex. The game involves multiple dice rolls and their combinations for a careful and balance progress in the game. The team will need to have a deep understanding of the game and its rules to be able to achieve the same.

b)Including the AI players: Designing the game with AI bots as potential players can be a little challenging. The system will need to have track of all the possible moves of the human competitors and progress with the AI players accordingly. Having different difficulty levels for the AI players can also be a little challenging. The team will need to have a deep understanding go the game and will need to have a strong plan to include this functionality in the game.