Malefiz Project

Vision Document - Group 4

Batten, Zachary
Guo, Rongrong
Manjira, Amandeep Singh
Pishva, Seyed Nima
Rabbe, Fysal M.

INTRODUCTION

In this project, we aim to build a fully functional computerized version of the Malefiz board game. The computerized version will allow the user(s) to play a game involving 4 players, while at least one of them being a human, the remainder to be computer players with the difficulty level set by the user.

PROBLEM STATEMENT

Malefiz (also known as Barricade in English), a strategy board game, is generally played between two or up to four players. Now given the circumstances, it is hard to attend social gatherings and enjoy the game with friends and family while maintaining social distance. Our program will offer the user to play this game on their computer against a friend or the computer and the user will be able to choose the strategic difficulty level of the computer opponent (Easy or Hard). This game will cater to users with color vision deficiency as well. To do so, we are planning on avoiding the use of poor color combinations, making the primary buttons stand out, marking fields with symbols when/where the action is necessary, using the colored symbol as pawns and barricade (such as knight, king, queen, bishop, rook).

STAKEHOLDERS & KEY INTERESTS

Stakeholders	Key Interests
Users/Players	Reach the endpoint of the game while strategically stopping the opponents(both computer and real player) from advancing.
Computer player	Play against the user(s) according to the difficulty level set by the user.
Developers	Future maintenance. Such as if a bug report comes, fix it and post the update for all the users.

USERS & USER-LEVEL GOALS

Described in the List of actor and their goals document.

SUMMARY OF SYSTEM FEATURES

- With the runnable jar file of the game, it can be executed from Terminal/Console/Command Prompt.
- The game will cater to users with color vision deficiency.
- The game will allow the user(s) to type in their name and it will assign a symbol and color for their pawn.
- The game will allow the player to play against another player (both will be using the same machine and wait for their turn to play).
- The game will allow the player to play against the computer and choose the player difficulty settings: Easy or Hard.
- The game will keep track of whose turn it is.
- The game will have a roll the dice option to determine how many steps to advance.
- The game will stop the user to make an illegal move.
- Upon reaching the EndPoint, the game will display a congratulation message and redirect the user to the start page of the game.
- The user should be able to save a game to resume in a later session.
- The game will allow the user to quit the game anytime they want.

PROJECT RISKS

Upon future discussion, all the group members agreed that it will be challenging to fully implement computer players based on different difficulty levels. Even though our first priority is to make the game for human players, we think it will be difficult to have computer players play the game with the user(s). Another difficult task for the group will be to implement the load game and resume from where it was left off. We believe, given time, we can overcome these as we go further into the course and learn more about these implementations.