Vision Document

Introduction:

In this project, the aim is to build a computerized version of the Kingdomino board game. The system should allow the user(s) to play a game involving 2 to 4 players without requiring more than 1 human player.

Problem statement:

Currently, players are required to carry a physical board game to play the game with their friends and need to have at least one other person to join them. However, our system will destroy the necessity of carrying the board game, and the user can enjoy the game with their friends at any time. This system will allow the user to play a 2 or 4 players version with an AI, so users don't need anyone to accompany them. The system will also take care of users with color vision deficiency. The system will allow the user to save the game and continue later.

Stakeholders and their key interest:

Stakeholders	Key interest
Players	Playing the game without any possible restrictions.
Debugger staff	Keep the game up to date. Fix errors if found.
Parents	Increase choices in between games for their children.
Platform where the game is being sold and downloaded	Increase the people's interest in visiting them and increasing sales.
Board game manufacturers	Decreases the price of their product. To remain in market.

Summary key Feature:

- The system should allow users to play 2 or 4 player game of Kingdomino.
- The system should allow users to save the game and continue later.
- The system should allow to change setting according to color vision deficiency.
- The system should allow to add computer players.
- The system should allow to set computer player difficulty level

Project Risk:

Fully and correctly performing different computer players difficulty level in the time available as its complex in handling two different moves in respective mode in the similar kind of game situation.