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| Design Document | |  | | --- | | 11|20|2022  **Milos Jovanovic** | |

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| **1**  **App Info** |  | |  |  | | --- | --- | | Tentative Title: | Splenitor | | |
|  | |  |  | | --- | --- | |  | Education & Training | | |  |  | | --- | --- | |  | Utilities & Reference | |
| |  |  | | --- | --- | |  | Social & Networking | | |  |  | | --- | --- | |  | Media & Entertainment | |
| |  |  | | --- | --- | |  | Productivity & Collaboration | | |  |  | | --- | --- | |  | Gaming | |
| |  |  | | --- | --- | |  | Art & Creativity | | |  |  | | --- | --- | | **x** | Other: Virtual Board Game | |
|  | |  |  | | --- | --- | | This App will be available on: | mobile | | |

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| **2**  **Pitch** |  | In this app, users will:   |  | | --- | | Play Splendor online against friends | |
|  | The target audience / personas for this app include:   |  | | --- | | * Me and Adriana * Splendor fans * Board Game fans | |

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| **3**  **Concept Sketch & Inspiration** |  |  |

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| **4**  **Features** |  | |  |  |  | | --- | --- | --- | | When the user: | | The result is: | | Starts the game | , | Game connects and setup the table | | Clicks on Chips | , | They are added to his account | | clicks on card | , | He gets it and pays the cost | | Clicks on golden chip | , | He can reserve a card | | Drags the background | , | Camara is moving | |

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| **5**  **Accessibility** |  | In order to make this app accessible to as many users as possible:   |  | | --- | | * Google play | |

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| **6**  **Timeline** |  | |  |  |  | | --- | --- | --- | |  | Milestone | Date | | 1 | * Set up material design and project plan | 21.11.2022 | | 2 | * Program basic functionality | 30.11.2022 | | 3 | * Add bg music and soudneffects | 07.12.2022 | | 4 | * Test and bug fixes | 14.12.2022 | | 5 | * Improve basic version | 21.12.2022 | |

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| **7**  **Backlog features** |  | |  | | --- | |  | |