

# Vision Document

## Introduction

- In this project we aim to make a computerized version of the game “Focus” also known as “Domination”

## Problem Statement

- For the people who enjoy the game domination, it is often hard and time confusing to play the game in person. Whether it be finding friends to play with, finding a location, setting up the game board, or keeping track of the game pieces. Our system will allow the user to have a single portal where they can play against 2-4 players (human or computer) without having to set up a board or meet in person. This will reduce time spent configuring the game board, time spent planning where to play, finding a player to play against, and will allow for longer playing sessions.

## Stakeholders and Key Interests

Stakeholders	Key Interest
Players	Play the game to the best of their ability to win and have fun
Board	Display the current state of the game

## Summary of System features

- The system shall configure the game based on the number of players
- The system shall accommodate for color blindness

- The system shall inform the player when its their turn
- The system shall allow the player to save the state of the game and resume later
- The system shall allow the player to start a new game once a game has been completed
- The system shall alert all players when a winner has been crowned
- The system shall only allow players to make moves that are legal and when it is their turn
- The system shall display the rules of the game to all the players
- The system shall display the current state of the game

### Project Risks

- Implementing accommodations for color deficiency may prove difficult due to the complex nature of color blindness. As well as incorporating it into the system in an accessible manner that doesn't affect the user experience.
- Adding computerized players may pose a challenge and creating the playing ability of these players. Determining the skill gap between easy and hard difficulty settings adds complexity
- Saving the game to be returned to later will be challenging