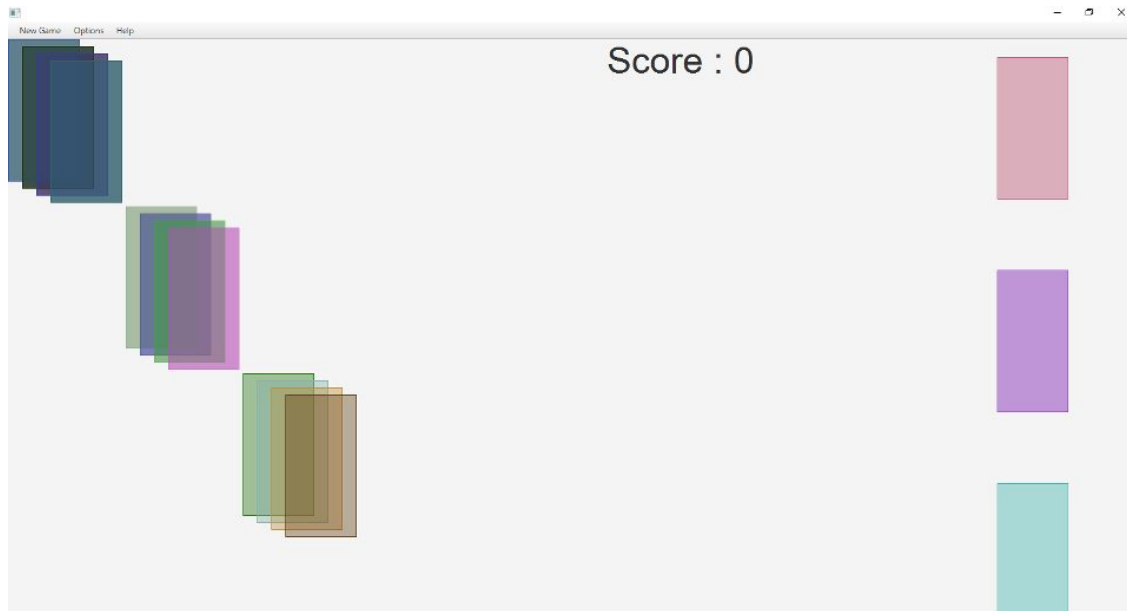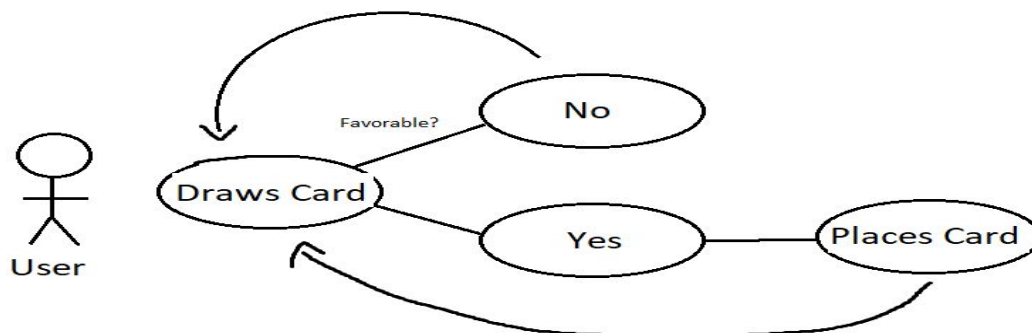Tyler Odom
Nyenty Ayuk-Enow
Amier Chery
Coogan Koerts
Osman Khan

Conceptual System Design Document

So far on our prototype, we have created the playing board, the starting piles of cards, and the place where the user will place the cards in order to complete the game. The starting piles of cards are on the left, and the final piles of cards will accumulate on the right.

USE CASES:

This is an image of a user taking a card from the stack of cards on the left hand side, and then placing it on the playing field. Being able to organize and move cards from one position to another will be a key feature that will allow the user to complete the game.

USE CASES: