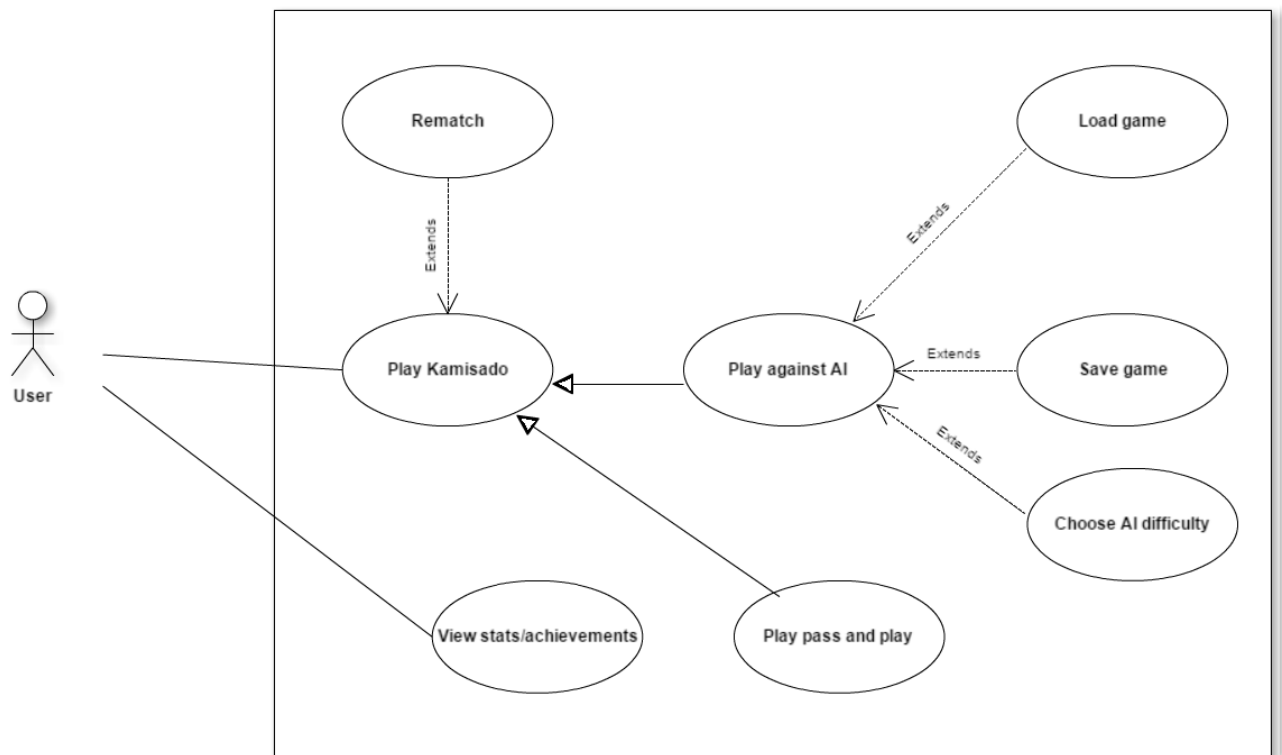


Niklvas Meiers, Ben Hubbard CS207 task 1 requirements



Use cases description

Play Kamisado – Lets user play a game of Kamisado

Play against AI – Play against AI (Inherits from play Kamisado as it is extra functionality)

Play pass and play – Play against another player on the same machine (Inherits from play Kamisado as it is extra functionality)

View user stats – View win/loss ratios for games against AI as well as achievements and match history

Save game – Saves the current board state (extends play against AI)

Load game – Loads previously saved board state (extends play against AI)

Rematch – Allows you to play with the same settings as the previous game (keeps a tally for best of n) (extends play against AI)

Features:

1. Multiple different difficulty levels for AI(easy and hard)
2. Game mode where players must make their move within a set amount of time
3. AI must make its move within 5 seconds
4. Present user stats and achievements
5. Player can pick its team colour
6. Player should be able to use keyboard to navigate
7. Available hints for single player game
8. Rematch button to replay the same opponent (Best of ..)
9. Undo button for single player
10. Customise username
11. A game menu
12. Save board state to a file
13. Load game from a file

	1	2	3	4	5	6	7	8	9	10	11	12	13
Play Kamisado		*				*				*	*		
Play against AI	*		*		*		*		*				
Play pass and play					*								
View user stats				*		*							
Save game												*	
Load game													*
Rematch								*					