T18

Requirements

Revision 0.0

Game Mechanics Requirements

• The game must indicate to the player valid moves.

• Must indicate when a player has made an invalid move.

• Must recognize when a round is completed.

• Game should distinguish between players.

• At the beginning of a round it must indicate starting positions for all game pieces.

Physical Requirements

• Game board top should be resistant to liquid being spilled on it.

• Low power; should not consume more than 20 Watts.

• Must comfortably fit on a table top.

• Should be durable enough to be easily transported and stored.

User Requirements

• Should be aesthetically pleasing.

• Intuitive to use. Should not require a user manual if one is familiar with rules of the game.