INTRODUCTION

In this project, we seek to build a board game called Domination. Domination is a multiplayer turn-based strategy game with emphasis on control. The player makes strategized moves and tries to conquer the game by capturing opponent pieces, rendering their moves useless.

PROBLEM STATEMENT

The game is based on coloured pieces and there might be players whose ability to distinguish colours and shades are different than others. Our version of the game would provide these affected players with the ability to play the game without any restraint from their colour deficiency type. This will reduce unnecessary ambiguity in the game and will greatly improve the flow of a game where affected players are in.

STAKEHOLDERS AND KEY INTERESTS

Stakeholders	Key Interests
Players	Playing the game
Parents	Wanting to see the rating of the game for minors
Government	Regulation of the game
Media	To boost their ratings
Distributors	Selling the game to the public

SUMMARY OF THE SYSTEM FEATURES

- The system shall allow the users to play a game involving four players with at least one human
- The system shall allow the ability to save a game
- The system shall allow the users increase difficulty
- The system shall allow the ability to resume a game
- The system shall accommodate users with colour deficiency

PROJECT RISKS

Implementing correctly, accommodation for colour deficiency might prove to be a challenge as there as different types to cater for. Also, executing the difficulty levels and the ability to have computerised players play those levels could be an obstacle especially when deciding on how challenging a difficulty level should be.