

# Problem Statement and Goals

## Software Engineering

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Table 1: Revision History

Date	Developer(s)	Change
Sept. 17th	Matthew	Added preliminary problem statement for sections 1-1.4
Sept. 21st	Matthew	Updated problem statement sections 1-1.4
...	...	...

## 1 Problem Statement

### 1.1 Problem

The project aims to create an AI-enabled decision-support tool for the board game Settlers of Catan. The core problem is that Catan’s complexity, with its numerous possible moves and game states, makes it challenging for human players to calculate optimal strategies. This challenge arises from the vast number of game states, the partially observable information (e.g., opponents’ hidden cards), and the stochastic nature of dice rolls. This project seeks to overcome these limitations by using an AI reinforcement learning (RL) model to provide strategic guidance. The final product is a digital tool that uses computer vision to observe a physical game and offers strategic suggestions to the player via a device.

### 1.2 Inputs and Outputs

The system’s high-level inputs are the game state information of a Catan match, including all board and player data. This information is captured in real-time by

a camera and processed to create a digital representation of the board. The high-level outputs are strategic recommendations for the player, delivered directly to their device. The AI will suggest the best moves and can also simulate gameplay against various AI bots. The tool also provides post-game advice, identifying past decisions that could have been made differently to alter the game's outcome.

### 1.3 Stakeholders

The primary stakeholders for this project are:

- Players of Settlers of Catan: The end-users who will use the AI for in-game and post-game analysis to improve their skills, or train against various skilled AI bots.
- Dr. Istvan David: The project supervisor who provides guidance, expertise, and oversight.
- The Project Team: The developers responsible for designing, implementing, and testing the software.
- The Department of Computing and Software (CAS) at McMaster University: The organization hosting the project, which benefits from the academic and technical achievements of its students and faculty.

### 1.4 Environment

The project requires a hardware and software environment to support its modules. On the software side, the system will need a game simulator for training, a reinforcement learning framework for the AI, a computer vision library to process video, and a user-facing application for the player's device. On the hardware side, the project requires a computer with a processor and GPU to run the AI, devices for the players to use the application and stream video of the game board, and a physical Catan board game for testing.

## 2 Goals

## 3 Stretch Goals

## 4 Extras

[For CAS 741: State whether the project is a research project. This designation, with the approval (or request) of the instructor, can be modified over the course of the term. —SS]

[For SE Capstone: List your extras. Potential extras include usability testing, code walkthroughs, user documentation, formal proof, GenderMag personas, Design Thinking, etc. (The full list is on the course outline and in

Lecture 02.) Normally the number of extras will be two. Approval of the extras will be part of the discussion with the instructor for approving the project. The extras, with the approval (or request) of the instructor, can be modified over the course of the term. —SS]

## Appendix — Reflection

[Not required for CAS 741 —SS]

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. What went well while writing this deliverable?
2. What pain points did you experience during this deliverable, and how did you resolve them?
3. How did you and your team adjust the scope of your goals to ensure they are suitable for a Capstone project (not overly ambitious but also of appropriate complexity for a senior design project)?