

Vision Document

Introduction

Aim to create a computer version of the game of focus (domination). Allows up to 4 players to play with different difficulty settings.

Problem Statement

Trying to allow players to play a fully functional game of computerized domination. Which has features such as allowing the user to save game, different difficulty settings, CPU players, and accommodations for color deficiencies.

Stakeholders and Key Interests

Stakeholders	Key Interests
Player	Start new game, make moves, choose difficulty, choose color.
CPU player	Make moves depending on difficulty level, number of CPU player depending on number of human players.

Summary of System Features

- The system shall allow the saving of game.
- The system shall allow the changing of color to accommodate color deficiency.
- The system shall allow picking the number of human players.
- The system shall allow the picking of difficulty level.
- The system shall allow user to reset game/ start a new game.
- The system shall allow to user to make legal moves.
- The system shall allow either one of the human players of the computer player to win.

Project Risks

The save game feature and the difficulty settings seem like they would take the most time or the features that the team would find most challenging as they are completely new topics to any of us on the team and we have limited knowledge on the matter.