**Vision Document**

**Introduction:**

In this project we aim to build a classic board game known as ‘Malefiz’. An user will play

against 3 computer players, where each of them will have a turn to roll a die and move up the board. Each player will have set amount of tokens and will be given a chance to choose barricades to prevent other players to move up, upon landing on the barricade.

**Problem Statement:**

We are improving the game by adding couple of new features, making it more convenient for users:

1. Users will be able to save the game, where left of, and resume at a later session.
2. Users with color vision deficiency will also be able to play the game.
3. The game will be available to be played on different platforms.

**Stakeholders and interests:**

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| **Stakeholders** | **Key Interests** |
| **Players** | Playing the game |
| **IT Staff** | Maintenance of system, updating the game, making the game as convenient as possible |

**Users and User-Level Goals:**

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| **User** | **Goals** |
| **Players** | Play Game, Start New Game, Save Game, Resume Game, Color Vision Deficiency Mode, Choosing board type, Changing Difficulty Level, Choosing number of players, quitting the game. |

**Summary of System Features:**

* The game shall provide a menu and game instructions.
* The game shall allow the users to save the game and resume it later.
* The game shall allow players with Color Vision Deficiency to play.
* The game shall allow users to change difficulty level.
* The game shall allow users to set and change username.
* The game shall allow users to change the theme of the game.
* The system shall provide hints to the user as where to move.

**Project Risks:**

* Not being able to recover a saved game.
* Not being able to provide the exact functionality for color vision deficient players, since there are more than one form of color blindness.