

Software System Development (Monsoon 2023)

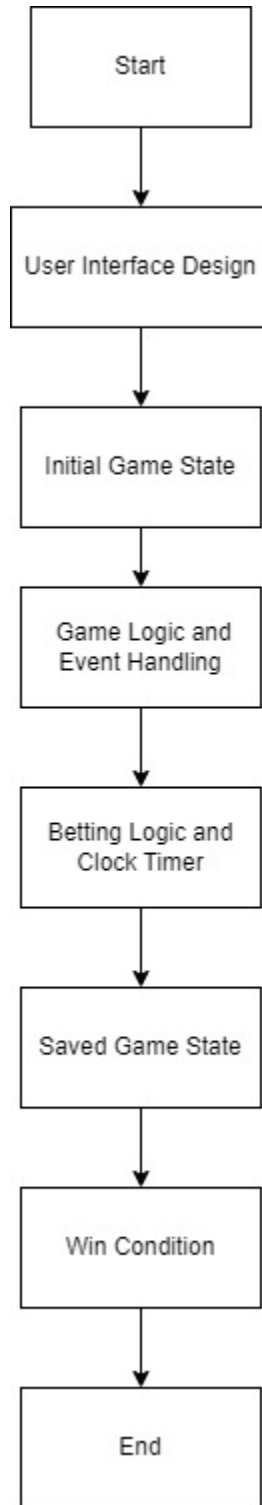
Project Requirements Submission

- Team Name: Four Sure
- Team No.: 29
- Project Title: 9 men morris game
- Project No.: 8
- Instructor/Mentor: Soumitra Ghosh
- Project GitHub Repository URL:
https://github.com/ShubhamKathiriya/SSD_Team_29_FourSure
- Members Details:
 - Shubham Kathiriya - 2023201050
 - Sneha Arora - 2023201025
 - Soham Kale - 2023202018
 - Soham Ghosh - 2023202011
- Requirements:
 1. Stakeholders:-
 - a. **Educators** : Teachers and educators interested in using traditional games as educational tools.
 - b. **Game Designers and Developers**: Some game designers might draw inspiration from ancient games like Nine Men's Morris when creating modern board games.
 - c. **Kids**: for the playing purpose
 - d. **Online Communities and Forums**: Websites and forums dedicated to traditional games could be considered stakeholders in the sense that they help promote and preserve knowledge about games like Nine Men's Morris.
 2. Roles and Responsibilities of Team Members:
 - a. Shubham Kathiriya - Backend
 - b. Sneha Arora - Frontend
 - c. Soham Kale - Backend
 - d. Soham Ghosh - Frontend

3. Requirements in Detail

ID	Requirement Name	Description	Category	Notes	Owner
1	Creative and Responsive UI	Create the game board with 24 points and lines connecting them.	Frontend	- Design a visually appealing game board. - Ensure clear visibility and proper spacing of grid lines for piece placement.	Sneha
2	Piece Placement	Validate and provide visual feedback for piece placement.	Frontend	- Implement visual cues to inform players of successful placements and errors.	Soham Ghosh
3	Game Rules	Enforce core game rules including mill formation and piece removal. Validate player moves to prevent rule violations	Frontend - Backend	- Implement detection and piece removal logic. - Enforce rule compliance to maintain fair gameplay.	Shubham
4	Betting logic and timer implementation	- Display a timer that counts down according to the fixed time set for the bet.	Frontend - Backend	- End the game and determine the winner if the timer reaches zero	Soham Kale
5	AI Opponent (optional)	Develop an AI with multiple difficulty levels. Utilize minimax algorithm with alpha-beta pruning for decision-making.	Frontend - Backend	- Fine-tune AI difficulty settings for enjoyable gameplay. - Optimize AI algorithms for performance and responsiveness.	All over team

- Workflow:-



- Technology Stack:-

- FrontEnd - HTML , CSS , Bootstrap, Javascript
- BackEnd - N/A
- Database - N/A