Vision Document

1.Introduction

In this project we aim to build an interesting game named "Blokus board game", which allow the users to play a game involving 2, 3 or 4 players, but there must be at least one human player. The object of this game is that players should try to fit as many of square on the board as they can.

2.Problem Statement

Currently an increasing number of people are under pressure. They feel stressful and sometimes feel bored. Hence, our group will provide an interesting board game for those people to enjoy. People can play this game by themselves with computer players or they can also play with friends. This game will help people to relax, reduce pressure and enjoy their spare time.

3.Stakeholders & key Interests

Stakeholders	Key Interests
Human Player	Playing games with other human players or computer players and seeing their points
Computer Player	Setting and selecting the strategy level
IT Staff	Maintenance of system, testing the game, updating the game

4.Users & User-Level Goals

User	User-Level Goals
Human Player	Take a turn, start a game, restart the game, save a game, choose computer strategy, choose number of players, get a hint, disable hints, view instructions, view score, set score

5.Summary of System Features

- The system shall start a 2,3 or 4 players game.
- The system shall allow restarting or saving of a game.
- The system shall do computer strategy selecting.
- The system shall do hints getting or disable.
- The system shall allow viewing of instructions.

- The system shall do score viewing.

6.Project Risks

Design and build a 3-level strategy for computer players might be difficult in the time available due to the algorithm design. It will be a huge and complex work for our team to finish. And also it might be difficult to achieve "get a hint" function. Because this function should analyze lots of elements.