

Vision Document:

Introduction:

"Can't Stop" is a strategic board game where players roll dice and move markers up the board, competing to be the first to reach the top of three columns. The game offers a fun and engaging experience for players to test their strategic skills against each other as they try to reach the top before their opponents.

Problem Statement:

The problem "Can't Stop" game aims to solve is to provide an entertaining and engaging board game experience for players. The game is designed to bring players together in a fun and competitive environment where they can challenge each other and test their strategic skills. The game aims to offer an immersive experience that will keep players coming back for more.

Stakeholders Key Interests:

Stakeholders	Key Interests
Players	Competing against each other and winning the game
Game Developers	Providing a fun and engaging game experience for players
Publishers	Publishing and promoting the game to reach a wide audience

Summary of System Features:

The system will provide a board game experience with a user-friendly interface. Players can setup games, take turns, roll dice, track scores, determine the winner, choose strategies, resolve conflicts, save/load games, and quit the game. It offers local multiplayer, various levels of difficulty, and a tutorial mode.