

# **Vision Document**

Can't Stop

Iteration - 1

## Introduction

The goal of this project is to create a digital adaptation of the board game Can't Stop so that users of digital devices can play it.

## Problem Statement

Can't Stop is a traditional board game, but there isn't a digital version. As a result, in order to play the game, users would need to buy it. For 2 to 4 players, the game is a dice-rolling and movement game. The goal of the game is to move your markers along a line of columns to be the first player to the other side of the board. Additionally, because it is a board game, there is no way to store the current game's progress and resume it at a later time. Finally, the board game format severely restricts the game's potential and prevents it from being updated to satisfy the needs and demands of the modern world (E.g., we cannot address special accessibility needs such as colour contrast). All of these issues are addressed by creating a digital version, which players may now download and play on the move! We also eliminate the requirement for a minimum number of players by introducing the computer player. Because games are now digital, players can save their progress and resume playing them at a later time. Finally, creating a digital version broadens the possibilities for later upgrades and helps to meet special accessibility requirements so that everyone can enjoy Can't stop.

## Stakeholders and key Interests

Stakeholders	Key Interests
Player	Play Can't Stop with other players and/or the computer player.
IT and Maintenance staff	Perform maintenance, update and improve the game accordingly.
Can't Stop Investors	Profitable return on investment, positive reputation, market success
Publishers	Publishing and promoting the game to reach a wide audience

## **Summary of System Features**

- The system must permit running Can't Stop.
- The system must permit players to take turns and roll dices.
- The system must permit the saving of a current game.
- The system must permit loading of a stored game..
- The system must permit the development of new games
- The system must allow users to exit a game they are playing and choose whether or not to preserve their progress.
- The system must allow users to customise the number and level of computer players.
- The system must let users select their accessibility needs and make adjustments as necessary.
- After the game is over, the system will compute the standings and display the results.

## **Project Risks**

- Given the lack of compliance with specific, designing the various computer player difficulty levels may be challenging. Moreover, the difficulty levels are not standardized, so we would need to define them and account for them appropriately.