

Vision Document for Kivi Board Game Development Team

Introduction

In this project, we will build a board game that combines strategic placement on a 7x7 grid with dice mechanics. This project aims to allow a maximum of four users to play and if the user wants, he/she can also play with the computer.

Problem Statement

Kivi is a simple, straightforward and fluid game. It's a game where players will know where they are going from start to finish. It's a roll-and-capture game. Players can push their luck a bit in the future as they will have two more chances to roll some dice to get better or suitable output. Unlike other games, it's not sophisticated and doesn't have any difficult mechanism, and players will not eliminate each other's stone. After rolling the dice, players will have to use strategies to place their stones at the right positions to get the maximum point and ultimately win the game.

Stakeholders & Key Interests

Stakeholders	Key Interests
Designers	Designing and building the game
Players	Enjoying a quick, strategic, and fair game
Customer Support	Helping with any questions about the game, Responding to grievances, delivering customized solutions while considering the company's reputation
Distributors	Reaching the target audience and ensuring product availability
IT staff	Maintaining the game, and providing updates with the time
Computer Player	Uses difficulty-level logic to choose movements appropriately and, if the settings allow it, plays fairly with the other players.

Users & User-Level Goals

User	Goals
Players	Should know all the rules of the game and have fun while playing the game
Competitive Players	Develop strategies to maximize their score
Casual Gamers	Enjoy a quick game with minimal complexity
Computer	Should play like a regular individual when there are not enough players. Or when there is only one player.

Summary of System Features

- A 7x7 grid board with 49 squares labelled with combinations and point values will be provided by the system.
- The Six dice will be included in the system so that combinations like Full House or Straights can be rolled.
- Players will be able to set glass stone counters on the board as part of the system.
- Players will place stones in turn over ten gameplay rounds supported by the system.
- The system shall assign point values based on the type of square (Pink: 3 points, Black: 2 points, White: 1 point as per the rules).

Project Risks

- It will be difficult to design special rolls where the system will have to provide unique gameplay advantages to players. For if there are four consecutive numbers on the dices, then the players will get a chance to roll the other two dice twice.