

COMP2005-Group 6

Vision Document

Introduction

In this project we aim to create a digital version of the board game *Can't Stop*. The game will involve 2-4 players of which at least one will be a human player and the rest will consist of computer players with adjustable difficulty levels. It will also cater people with color deficiency.

Problem Statement

Currently there is a limited digital availability of the board game *Can't Stop* and the ones that are available are paid versions. We are trying to solve this problem by building our own computerized version of *Can't Stop* which will include all the functionalities of the physical game and it will be free to play. In addition, our game will provide players to save their progress in the game with our “save” feature and include a color vision deficiency mode. This will allow players to play the game in small sessions and come back to finish it at their convenience. More importantly, people with color vision deficiency will feel included and will be at ease while playing our game.

Stakeholders & Key Interests

Stakeholders	Key Interests
Children	Playing the game and have an enjoyable experience
Parents/Guardians	Ensuring that the game is appropriate for their children to play
Physical board game manufacturers of <i>Can't Stop</i>	Observing profit/loss of their physical product
Mark Hatcher	Managing the production of the game and all the documents throughout the semester.
Developer(s)	Maintaining the game (updates, patches, etc.)
...	

User & User-Level Goals

Actors	Goals
Player 1 (Human)	Start the game, choose a color, choose the number of human players, choose aid for visual deficiency, make a move, save the game session, load a game session, reset the game, pause the game, view the available pieces, view the scores, access the help button
Player 2/3/4 (Human)	Start the game, choose a color, choose aid for visual deficiency, make a move, save the game session, load a game session, reset the game, pause the game, view the available pieces, view the scores, access the help button
Computer	Chooses a random color, waits for turn, makes legal move, pick up from previously saved session, stop making moves when game is finished
...	

Summary of System Features

- The system shall allow the player to select the number of human and computer players
- The system shall allow the player to chose a difficulty level (easy and hard) while playing against the computer
- The system shall allow players to save their progress in the game and resume at a different time
- The system shall allow players to restart the game at any given moment
- The system shall cater for players with color vision deficiency
- The system shall compute and display the winner
- The system shall detect invalid moves made by the player.
- The system shall consist of a “help” option to display the rules of the game

Project Risks

Given the current on-going Strike by MUNFA and the cancellation of classes, it is uncertain how many things of the project will play out. Implementing the AI for easy and difficult mode to be

played by the computer could be challenging given the knowledge base of the group on that area and the time constraint. Lastly, making the accessibility component of the game could also turn out to be difficult.